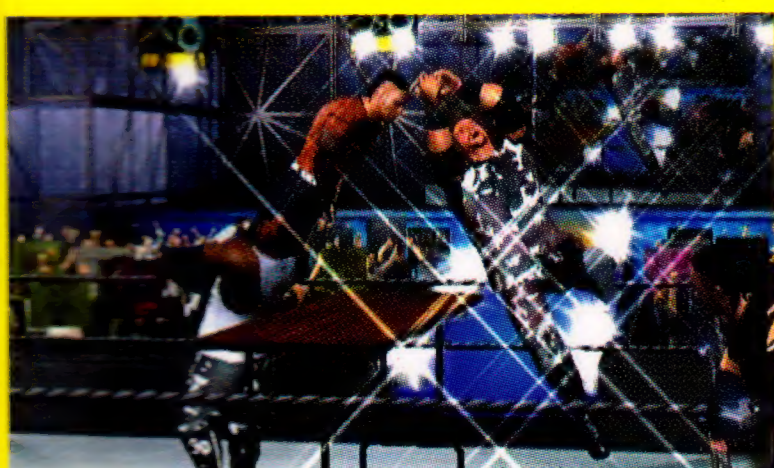


# G•FORCE

100% UNOFFICIAL MAGAZINE FOR GAMECUBE AND GAME BOY ADVANCE

## FEATURED IN THIS MONTH'S ISSUE...



### WWE WRESTLEMANIA X8

Can THQ's bone-bending bonanza wrestle its way to the top?



### BOMBERMAN GENERATION

It's a return to 2D for Bomberman, but is it a return to form?



### ZOOCUBE

Animal crackers or completely square? We test the Cube's first puzzler...



### DISNEY SPORTS

Cartoon capers as Mickey and pals take to the field...



### FREEKSTYLE

Is it the most manic motorbike racer ever? We take a look...

## PREPARE FOR A FRAG FEST!

Samus leads the GameCube's **First-Person Shooter** attack, and we round up every one! **EXCLUSIVE** feature inside...

## ALIVE AND FRAGGING:

- **Metroid Prime**
- Die Hard Vendetta
- **Turok Evolution**
- XIII
- **Perfect Dark 2**
- Timesplitters 2
- **Medal of Honor: Frontline**
- Jedi Knight II: Jedi Outcast
- **James Bond 007: Nightfire**

## ETERNAL DARKNESS: SANITY'S REQUIEM

## THE GREATEST GameCube Game EVER?

...and we've got an **EXCLUSIVE** review! Find out why Eternal Darkness is a game you just can't miss!

ISSUE 04

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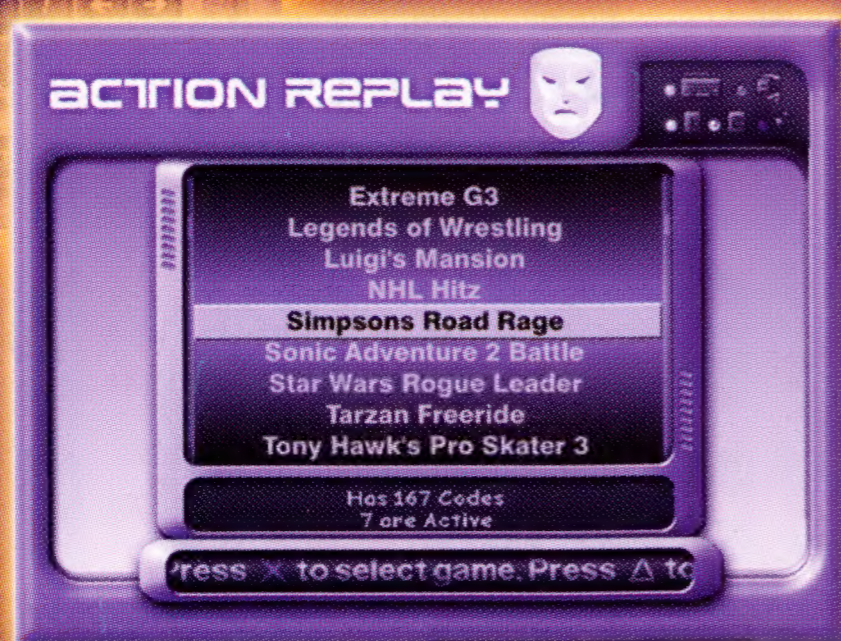
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# THIS IS G•FORCE!

WHAT TO SEE ON YOUR FOURTH DVD

## DVD•FORCE

### ETERNAL DARKNESS: SANITY'S REQUIEM

Can I play with madness? We take a journey into insanity with Silicon Knights' chilling psychological thriller. See it in action and realise why it's the best GameCube game to date....

DVD  
VIDEO



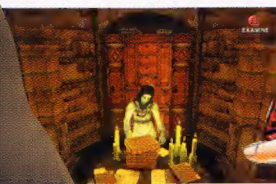
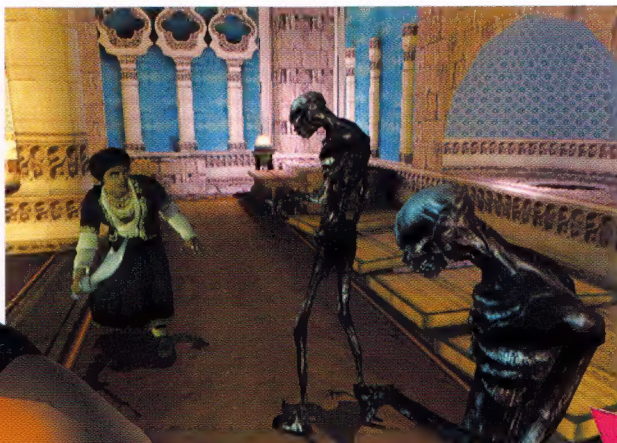
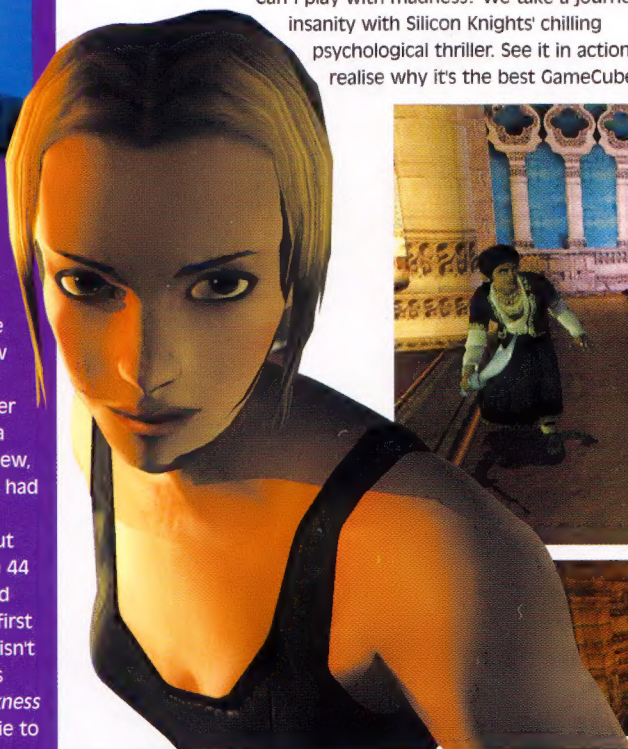
### EDITORIAL



First, the good news. The Summer games drought's almost over, with Nintendo's *Eternal Darkness: Sanity's Requiem* already on the shelves in America. Now the bad news - it's not coming out until October over here. Okay, we're a little early with the review, but it's so good we just had to tell you about it. And when you check out Simon's review on Page 44 you'll see its quality (and the fact it's Nintendo's first GC game since *Pikmin*) isn't the only reason why it's significant. *Eternal Darkness* should finally give the lie to the idea that Nintendo games are just for kids. It was a flawed argument anyway. Cartoon graphics do not imply kiddie gameplay, and franchises such as *Mario* and *Zelda* have long appealed to gamers of all ages. As an adult game, *Eternal Darkness* is in a league of its own. *Resident Evil* and *Silent Hill* won their adults-only tags by adding blood and gore to standard (if excellently executed) action adventures, but *Eternal Darkness* is genuinely adult-orientated. See the review to see why. It will take more than one game to dispel the myth that Nintendo's for kids (and it is a myth), but the first blow has been struck. Here's looking forward to the second...

*I. Osborne*

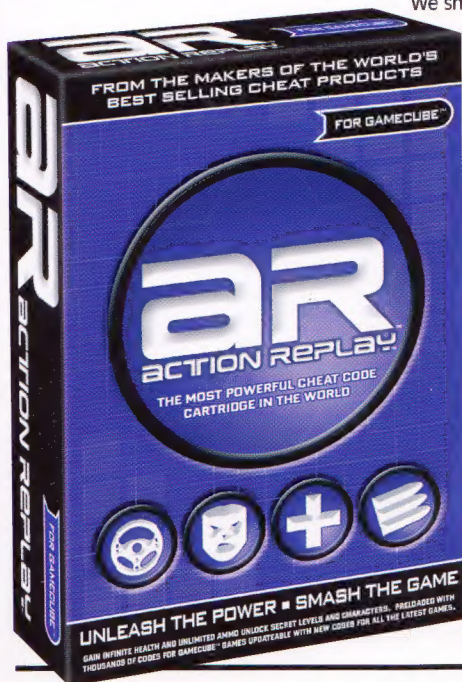
Ian Osborne  
Editor



### ACTION REPLAY IN ACTION!

We've told you all about the Datel Action Replay, but now's your chance to see it in action!

We show you how the greatest game enhancer ever busts open the top games...



### SPINE LINES

Last issue's spine line was "You can do better than that - stick to the track", and came from *F1 2002*. No great surprises there, as it was the only driving game reviewed that issue. This month's cryptic spine line is a little harder. Can you guess which of this issue's reviewed games it came from? Don't write in - it's just for fun.

### ON THE ADVANCE

#### ADVANCE ACTION!

This month's batch of GBA games are all hot titles. Check out *Silent Scope*, *Yu-Gi-Oh*, *Contra Advance* and a brand-new *Castlevania* game...



# TAKE IT AWAY!

WE'RE BACK, AND WE'VE GOT THE GAMES TO PROVE IT...

## REGULARS

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New memory cards, new games and a cool way of adapting your joypad!

### Feature: Frag Fest! .....16

There's an army of own-eye blasters marching our way - we put them through their paces!

### Feature: Disney Sports Games .....22

Disney's working on some cool light-hearted sports games - we check 'em out...

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A sneak peek at a brace of forthcoming Cube games.

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Subscribe to G-Force and save yourself some money!

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#### James Bond 007 in Agent Under Fire .....70

The first part of our exclusive guide to the latest Bond opus is certainly licensed to thrill!

### Player's Guide:

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Improve your goal-scoring tactics with our ace guide to the Cube's premier soccer sim.

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### Next Month .....98

We've got something really special in store for next issue...



### 08 & 21 Mega Memory

You can never have too many memory cards, and thanks to Datel, you can now get 'em cheaper. Check out the new Mega Memory cards on Page 08 and try winning one on Page 21!



### 44 Eternal Darkness: Sanity's Requiem

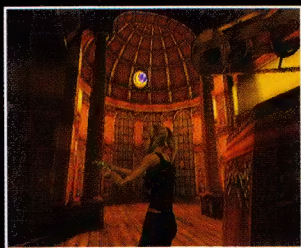
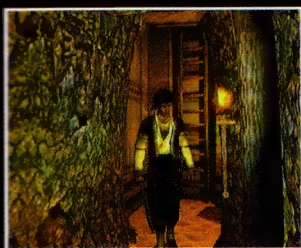
Is this the greatest GameCube game to date? Find out how it will take the world by storm over on Page 44

# ETERNAL DARKNESS™



## 16 Frag Fest

There's a veritable army of first-person shooters coming to the Cube, but what does each have to offer that the others don't? We round 'em up on Page 16...



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## IMPORTED!

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## GBX



Two spectacular Amiga conversions head this month's GBA games. *Soccer Kid* is a great take on the platform genre, and *Pinball Challenge Deluxe* combines the incredible *Pinball Dreams* and *Pinball Fantasies*. Elsewhere look out for *King of Fighters*, *Top Gun: Firestorm Advance* and *ZooCube*.

# READ ALL ABOUT IT!

BREAKING GAMECUBE NEWS...



## DATTEL MEGA MEMORY BLITZ!

We now have a greater choice of memory cards for our game saves...

**D**atel Electronics has just released two hot new memory cards for the Cube. The Mega Memory 4Mb is, as the name suggests, a four-megabit card offering 59 save slots. It's exactly the

same size as the official Nintendo memory card, but at £9.99, it's a fiver cheaper!

The Mega Memory 8Mb is twice the size, offering around 120 save slots. It costs £14.99, which is the same price as

Nintendo's first memory card, but twice the size. And for the really memory-hungry games, the incredible 1019-block Mega Memory 16x released a few months back is still a bargain at 30 quid.

All Datel memory cards use uncompressed flash technology, so they're ultra-reliable. All are compatible with UK, American and Japanese GameCubes, though like the official cards, you can't

store saves from different territories' games on the same card. Mega Memory cards are available from all good games shops, and can be bought online too – check out <http://www.codejunkies.com/shop>.



## THE HULK MOVIE TO SPAWN GAME

You wouldn't like him when he's angry...

**R**emember *The Incredible Hulk TV* series, where Dr Bruce Banner, a research scientist who overdosed on gamma radiation, turned green and split his shirt but never his trousers every time he got angry? Well, they're making a movie of it next Summer, and Vivendi has picked up the inevitable licence to turn it into a console game.

The movie, directed by Ang Lee of *Crouching Tiger, Hidden Dragon* fame, combines blockbuster visual effects with the brooding romance and tragedy of Universal's classic horror films (or so they say). In depicting The Hulk as both a superhero and a monster, a wish fulfillment and a nightmare, Lee and his team have stayed true to the early, subversive spirit of the character created by Stan Lee

and Jack Kirby for Marvel Comics.

Eric Bana (*Black Hawk Down*) stars as scientist Bruce Banner, whose inner demons transform him in the aftermath of a catastrophic experiment. Bana plays both the human Banner and, through groundbreaking visual effects technology, the superhuman Hulk.

"The Hulk is one of the most physically powerful and emotionally compelling superhero characters ever created, and his transition to console games extends all the

power of this movie event", said Jim Wilson, President of Universal Interactive. "Our upcoming game will provide Hulk fans and action-adventure gamers with all the thrilling action and adventure they have come to expect from this hugely popular character."

Let's just hope he doesn't split his trousers...



# PERFECT DARK 2 Heading Cubewards!

At last, a sequel to one of the greatest first-person shooters ever...

**W**e won't pretend to be surprised, 'cos we're not. We're not in the slightest bit astounded to hear Rare and Nintendo are teaming up to bring us *Perfect Dark 2*. After all, the original on the N64 was the pseudo-sequel to *GoldenEye*, arguably the greatest FPS of all time...

Rare is believed to have started work on the project in the Summer of 2000, and it was rumoured for a Christmas 2002 release. Since then, sources close to Rare indicate very slow progress is being made, due to what they cryptically describe as 'internal team

problems'. A 2002 release now seems unlikely to the point of impossibility, and the game might even slip to 2004.

So what do we know about *Perfect Dark 2*? Not much, to tell the truth; we've certainly not seen it in action, and haven't even seen a single screenshot. All we can tell you is the storyline revolves around alien conspiracies, which the government

are keen to keep under wraps. Oh, and Rare registered the trademark 'Velvet Dark', who, as we all know, is Joanna Dark's sister...



# SONIC RETURNS...

New Sonic the Hedgehog games for the GC and GBA!

**F**ollowing the spectacular success of *Sonic Advance* and *Sonic Adventure 2: Battle* (a million copies sold worldwide), Sega is to release three more Sonic games on Nintendo's hot machines. The GameCube will host two of them, namely *Sonic Mega Collection* and an unnamed new offering, with the GBA getting *Sonic Advance 2*.

Little is known about the games at present. *Sonic Mega Collection* seems likely to offer a compilation of classic Sonic games, and no doubt the new 3D Sonic offering will feature the spiked one and pals roving the world in search of chaos

emeralds. Again. As *Sonic Advance* and *Sonic Adventure 2: Battle* were the first games to use the much-trumpeted but little-used GameCube/Game Boy Advance link cable, our guess is the new games will do so too. We'll let you know one way or the other over coming issues.



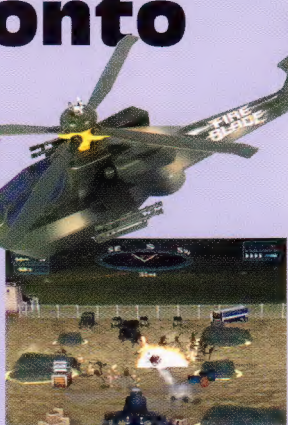


## FIREBLADE Flying onto Cube

PS2 hit is coming our way in the Autumn...

**F**ans of real-world blasters will be pleased to hear *Fireblade*, Midway's heart-pounding helicopter sim, is flying onto the GameCube and is expected to land in the Autumn.

*Fireblade* sees you piloting two different helicopters, a transport chopper for extractions and drop-offs and a gunship for pounding the snot out of the enemy. The game's 18 missions are spread across four campaigns. There's also a stealth mode, where you fly silently



using night-vision goggles.

Our sister magazine, *PSi-2*, gave the PlayStation2 version (pictured here) 7/10, arguing it was great fun, but the graphics were workmanlike and there were too few mid-mission restart points. With any luck, these problems will be addressed for the Cube version...



# Blimey Engine Reduces Development Times

New driving game engine should allow for great racers

**I**t's got a silly name, but it could allow for some great games. Brighton-based developer The Climax Group has written the *Blimey Engine*, a cross-platform game base that can be used to create driving titles on the GameCube, PC, Xbox and PS2.

Using the *Blimey Engine* as the basis for driving games, developers can create cameras, worlds, objects and artificial intelligence that work for all formats, then tailor the specific versions to get the most out of their host

machines. This slashes the time needed to get the game up and running, and allows more time to enhance and perfect the gameplay.

We've yet to learn what will be the first game to use the *Blimey Engine*, but here's a few shots of Climax's demo in action...



## Hasta La Vista Again...

Arnie cashes in on a third Terminator movie, and Infogrames cashes in on the game licence

**I**nfogrames has snapped up the rights to the forthcoming movie *Terminator 3: Rise of the Machines*, the latest Arnold Schwarzenegger blockbuster. The game of the film will be released

on all formats, and is expected to launch alongside the movie next Summer.

"There's no bigger action hero than the Terminator, and our games will live up to the legend", said Bruno Bonnell, Chairman and

CEO of Infogrames. "Videogames and the motion pictures are more closely connected than ever before, and we're thrilled to add this enormously-successful franchise to our growing Hollywood line-up".





# PIKMIN Posing Pillocks

The things some people will do for money...

**W**e know acting can be a precarious profession, and occasionally out-of-work thespians have to do promo work to make ends meet, but surely this is going a little too far?

To promote the release of *Pikmin*, a group of very sad people climbed into red, blue and yellow overalls, painted their faces to cover their blushes and impersonated pikmin at several videogames stores around the UK. Here at G-Force, we'd rather starve...



# Another Animal Cracker

Crank the Weasel for the GameCube

**S**et in the dark metropolitan world of Scratchtown, *Crank the Weasel* challenges players to claw, kick and cheat their way to the top. Cast in the role of Crank, a devilish anti-hero who steals your heart and your wallet,

players execute a plan to escape the horrors of big city life and retire to the ultimate fantasy destination of Pleasure Island. There is only one problem. Crank is flat broke and must rob anyone with a buck and steal anything that's not nailed down if he is going to raise the million-and-one dollars needed for an airline ticket to paradise. Sounds like quite an original take on the platform genre, then.

Using special abilities, various modes of transportation, gadgets, and street smarts to do anything and everything to get out of Scratchtown, players fight, thief, and deceive characters for valuables to be sold for hard, cold cash at the Pawn Shop. Players progress through incredibly detailed urban structures in three Scratchtown districts, Downtown, Midtown and Uptown, encountering other characters with advanced personalities who make on-the-fly decisions based on how the game is played. Expect this one next year.



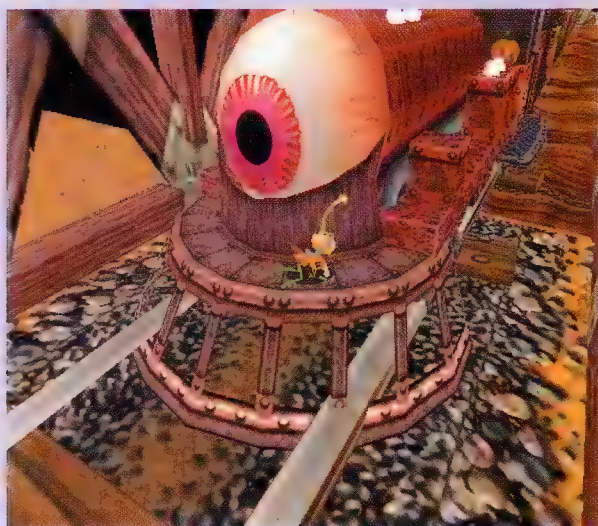
# WHAT PEOPLE ARE PLAYING...

The official GameCube sales charts!

1:	<b>Pikmin</b>	Nintendo
2:	<b>Super Smash Bros: Melee</b>	Nintendo
3:	<b>Star Wars: Rogue Leader</b>	Activision
4:	<b>James Bond 007 in Agent Under Fire</b>	Electronic Arts
5:	<b>Spider-Man</b>	Activision
6:	<b>Luigi's Mansion</b>	Nintendo
7:	<b>Super Monkey Ball</b>	Infogrames
8:	<b>Sonic Adventure 2: Battle</b>	Infogrames
9:	<b>2002 FIFA World Cup</b>	Electronic Arts
10:	<b>International Superstar Soccer 2</b>	Konami

The games industry traditionally goes into semi-imposed hibernation during the Summer, which would explain why the latest weekly top ten games were the same two weeks running. It also explains why, three months after launch, half the games in this month's chart are launch titles. We've got a great Autumn coming with the GameCube scene will go wild in September, but the Summer didn't have to be this thin.





## It's Just Not CRICKET...

### Zapper zaps its way onto the Cube

It's fun, it's cute and it's heading our way in time for Christmas. It's *Zapper*, and it's coming to the Cube courtesy of Infogrames.

*Zapper* is a cricket who hops his way through six interactive worlds in a quest to find his brother, held captive by the evil magpie queen. Dangerous traps and even more dangerous enemies await. It will take fast-footed skill and timing to conquer all the worlds and survive the final showdown.

Developed by Blitz Games, *Zapper* resurrects the classic avoid-'em-up gameplay style

made famous by *Frogger* and updated in *Frogger 2: Swampy's Revenge*, which was also Blitz-developed. The PS2 screens shown here look absolutely gorgeous, but lack some of the lighting and particle effects the GameCube does so well. We can't wait to see what they do with this on the Cube...



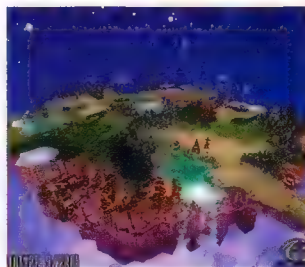
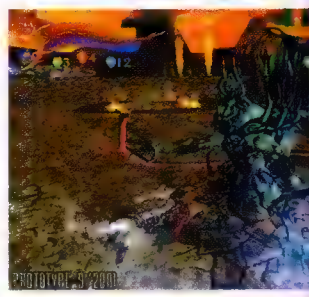
# GameCube Faces LUCASARTS' WRATH...

## Celebrated Xbox title heading for the Cube

LucasArts has snatched the rights to publish *Wrath*, an action strategy title developed by The Collective. The game was originally announced for the Xbox (version shown here), but will now appear on the GameCube too, hitting the shelves in 2003.

"*Wrath's* gameplay garnered

an immense amount of well-deserved buzz when The Collective revealed the game to the press last year", says Simon Jeffery, president of LucasArts. "*Wrath* complements our original game legacy incredibly well, and supports our continuing strategy of working with the world's premiere game developers."



# Drome Sweet Drome...

## Drome Racers speeds our way

LEGO games have had a mixed reception on all games consoles, but Electronic Arts hopes this GameCube effort will break the mould. *Drome Racers* is a multi-terrain racing experience that leaves young speedsters breathless. Players take on the role of Max Axel who has trained intensely for the challenging Drome Championship and wants to take home the trophy.

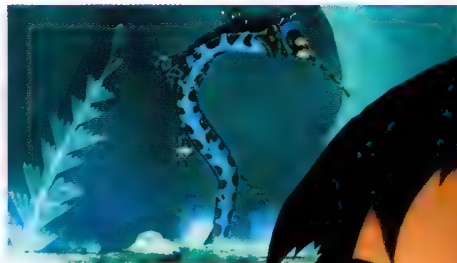
Getting behind the wheel of high-tech cars based on the 2002 LEGO Racers construction toy range, players face tough Multi-Challenge Races (MCRs). Each race is a seamless set of stages, mixing tracks with realistically stunning city,

mountain and canyon environments.

Unlike its predecessors, *Drome Racers* is a fast-paced anything-goes game that will (according to EA) appeal to all ages and abilities. Brave words –

virtually all LEGO games to date have been aimed at the younger gamer. Still, the PC shots shown here indicate a far-from-kiddie attitude. Let's hope they don't dumb it down for the Cube.





# BG&E FOR GC!

Thankfully, that's a working title...

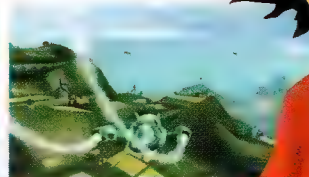
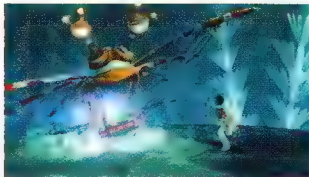
Ubisoft has announced a new game from Rayman-creator Michel Ancel. It's currently known as BG&E, but this will change as soon as they can come up with something better.

Jade, a reluctant young heroine, holds the freedom of her people in the palm of her hands with this investigative action adventure. It's the distant future, and her government has mysteriously begun to lead its people down a 'righteous path of no return'. Recruited by an underground organisation and thrust into the leading role, the once-orphaned girl learns she possesses a special ability that

will uncover the tyranny and corruption behind her government and ultimately offer salvation to her people.

"What propels this game into the upper echelon of next-generation games is not only an engrossing storyline but the promise of discovery", said Michel Ancel, the game's designer. "We've designed a brand-new, exclusive game engine from the ground up that has allowed us to integrate a whole universe in one game, including mountains, cities, towns, planets and more."

We've only PS2 shots to show you at present, but expect a full preview in the coming months.



## ROBOTECH: Battlecry on the Way

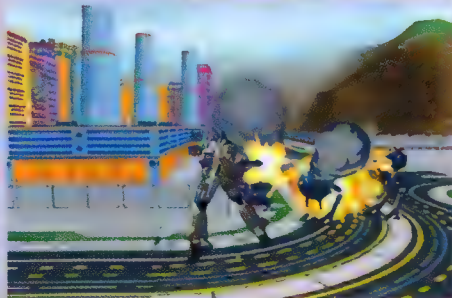
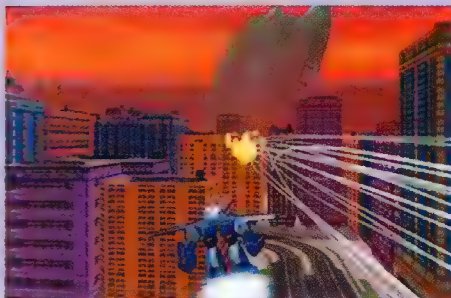
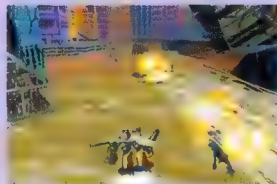
TDK bring the acclaimed mech series to the GameCube...

A mission-driven action title, *Robotech* embodies the classic mecha-filled mayhem of the animated series. Featuring all-encompassing destruction on a giant scale, *Robotech* is a high-octane arcade shooter that captures the television show's spectacular visuals and epic storyline.

As an intrepid fighter pilot, the player must protect the

cities of Earth from roving bands of a giant alien race, the Zentraedi. The player pilots the versatile Veritech Fighter, a giant transformable mechanised robot that can convert into a high-flying jet fighter, a 40-foot tall humanoid robot, and a combination of both. Each transformation mode offers new movement options, special abilities or weapons.

We only have PS2 screens at present, and to be frank, they're nothing much to look at. They look like hi-res GBA screens. Hopefully the Cube version will look better.



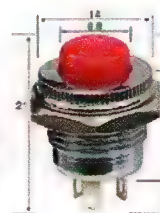
## Modify Your Hand Controller

A clever GameCube owner offers modification tips on the Internet...

One of the few criticisms of the official Nintendo hand controller for the GameCube is that the 'Z' button is a little awkward to reach. An enterprising young chap called Peter Nealy solved this problem by adding a second 'Z' button on the inside of the hand grips, and has outlined how he did it on his web site.

Starting with a small button switch you can get from any electronics suppliers, Mr Nealy

cut a small hole in the right-hand controller handle, adding the switch and soldering it to the connections used by the original 'Z' button. With the



controlled modified in this way, you can use either the old or the new 'Z' button. He also offers instructions on how to add LED lights that flash when your controller rumbles, swapping the

analogue sticks and how to stop your 'B' button from sticking.

Obviously, opening your hand controller invalidates your warranty. If you're not confident you can do it, leave well alone. If you're up for it, though, check out <http://64.26.53.27/tendomod/tendomod.html>



READ ALL ABOUT IT!

# Over the Top in Japan

Gadgets and gizmos from the Land of the Rising Sun...

**E**ver wondered where they got the inspiration for the *Penny Racers* or *Choro Q* games? Well, believe it or not, in Japan there's a series of remote-controlled cars that are every bit as tiny as their gaming counterparts. Several series, in fact, but we're going to take a look at one of the best - Bit Char-Q.



Bit Char-Q cars are truly tiny. They're less than 6cm long, and operate on an equally small two-channel remote control unit, which controls both forward and reverse steering. Pretty comprehensive for such a tiny vehicle. Each car is upgradeable too: look out for engines which offer three times as much speed and front/rear lights, as well as interchangeable bodies, tyres and more.

Perhaps the most impressive Bit Char-Q cars are the Mario Kart vehicles. You can currently only get Mario and Yoshi, but each comes with banana

skins, trail missiles and other accessories. At last, you can run your own Mario Kart grand prix on your coffee table!

All Bit Char-Q cars are rechargeable with a 45-second charge giving around two minutes of power, and cost around £60 for a basic car/remote set. They're available from all good importers.



## First TRIFORCE Game Ready

...But it's Virtua Striker 2002...

**R**emember Triforce, the arcade system based on GameCube technology developed jointly by Nintendo, Sega and Namco? Well, the good news is the first coin-op based on Triforce architecture is almost ready for release. The bad news is it's a version of *Virtua Striker 2002*...

The arcade version of *Virtua Striker* boasts 64 teams instead of the Cube's 32, and 13 stadiums instead of seven, and a few graphical enhancements are promised, but the simplistic gameplay system remains the same. But then, maybe that's not such a bad

thing. *Virtua Striker 2002* is the best-looking and most easily-accessible of the recent batch of GameCube soccer sims, so

perhaps its charms will be better received in the arcades than they were on the consoles.



## GRAVITY GAMES Brought Down to Earth

Street. Vert. Dirt for GameCube Canned...

**M**idway's BMX sim *Gravity Games Bike: Street. Vert. Dirt* has been canned, and will now only appear on the PS2 and the Xbox. Midway had run into problems with the game on all three formats, and given the delays this implies and the timing of its release, it was decided not to proceed with the GameCube version.



# RESIDENT EVIL on the Cheap

Resi 2 & 3 to get cut-price GC release...

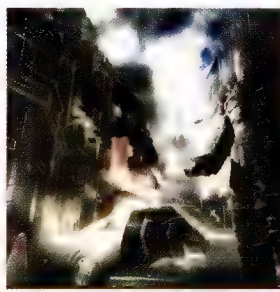


**C**apcom USA has just announced the GameCube ports of *Resident Evil 2* and *Resident Evil 3: Nemesis* will be released at the knock-down price of \$19.95, which is around £13. However, the games will be direct ports of the PlayStation games, with no additional features, new areas or graphical enhancements. No price level has been set for the UK, but Capcom Europe assure us the games will not be sold at full price, and might even be combined as a compilation.

Whether *Resident Evil: Code Veronica*



will be a straight port of the Dreamcast game or enhanced for the Cube has yet to be decided.



## Wanna Drive a LAMBORGHINI?

...On the GameCube, of course!

**R**age Software is beaver away on a real-world driving sim based on Lamborghini cars. The game allows gamers to join the Lamborghini Millionaires Club, founded by high-rolling money men with a

passion for speed, risk and Lamborghini, and race in a series of leagues set in exotic locations around the world. Members can indulge in high-stakes challenges to build up the ultimate collection of Lamborghini vehicles, and can

also obtain rare and collectable cars by entering special pink-slip challenges where large sums of money and cars may be won and lost. Expect to see it in Winter 2003.



## Another First-Person Shooter!

...And it's called X10

**T**here's yet another first-person shooter coming our way, but not until early 2004. The curiously-titled *X10* is developed by Manchester-based coders Warthog and will be published by Conspiracy.

*X10* places a gamer as a soldier, who, under strict instructions, must explore the world of *X10* and tackle anything the environment throws at them, including political intrigue, military factions and deadly predators.



"We are very pleased to team up with an outstanding partner like Warthog to develop a new game for today's increasingly discerning gamers", said Peter Bergstrom, Senior VP of Conspiracy Entertainment. "We're confident *X10* will deliver an incredible gaming experience, with both stunning graphics and intense gameplay."



FEATURE!

# FRAG FEST



In which Saul gets suited and booted, grabs a bunker-full of weapons and takes on the ten (count 'em) first-person shooters gunning for the GameCube. Frag count 5000 and rising...

**T**he genre may be old and cliché-ridden, but there's no denying the first-person shooter is still one of the most enjoyable game styles around. Hardcore gunplay has been the order of the day for over ten years, but the genre has progressed to include stealth, platform and puzzle elements. At the end of the day, it's the thrill of taking on hordes of bad guys with an arsenal of hardware that Hollywood directors can only dream of that makes the FPS as popular as it is.

We've got the PC to thank for the birth of the FPS. Games like *Doom* and *Castle Wolfenstein* ignited the explosion, and it's mushroomed into a gaming

phenomenon ever since, with the likes of *Quake III* and *Unreal* vying for world domination.

There's some amazing games around for the PC, which are slowly making it towards console.

In fact, it's only recently that consoles have had the power to deliver a first-person shooter up to the standards of the PC. The N64 cracked it with the likes of *GoldenEye* and *Perfect Dark*,

but many tried and failed on the PlayStation, with the *Medal of Honor* series proving the exception.

With the added power of the latest consoles, we expect to see more

and more PC ports coming to GameCube in the future. Which can only be a good thing, as we'll be getting our own console-exclusives too!

In fact, if you're a frag freak, the GameCube is the best place to be right now, with more than ten FPS games coming to Nintendo's super console in the coming months. All of them offer that same first-person perspective, and obviously an abundance of gun-toting action, but what makes each of them stand out from the crowd? Well, that's

what we're going to find out. We've bundled together as much information as possible on all the FPSs heading towards GameCube, so if you want to sort the

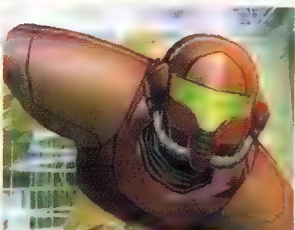
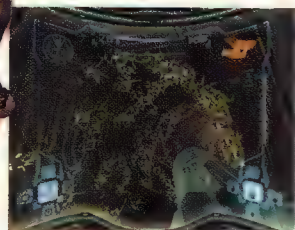
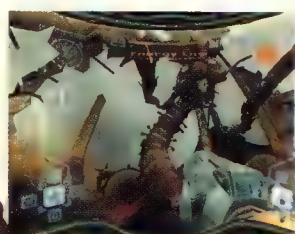
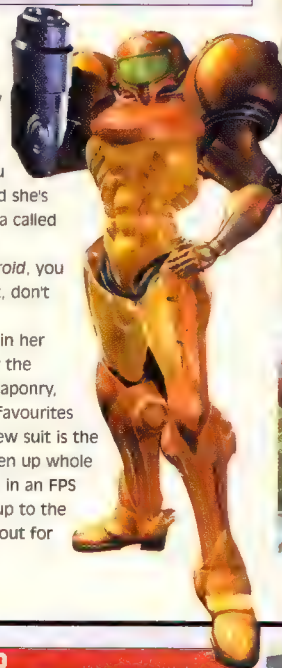
Frag Fests from the Boredom Bonanzas, you're in the right place...



GAME INFO		
PUBLISHER	NINTENDO	ETA NOVEMBER 2002
DEVELOPER	IN-HOUSE	
TASTY BITS:		
<ul style="list-style-type: none"> <li>SPECIAL SUITS OFFER NEW ABILITIES.</li> <li>THE FIRST METROID GAME WITH A FIRST-PERSON VIEW.</li> </ul>		

*Metroid Prime* is the first FPS in the *Metroid* series, and the screenshots show an impressive HUD system that you can attain by using your suit's special abilities. To tell the truth, Nintendo is keeping a little tight-lipped about how the action unfolds. We can tell you Samus is the central character once again, and she's called in to investigate space pirates in an area called Tallon IV. No doubt Mother Brain will make an appearance somewhere. If you've played *Metroid*, you know what we're talking about. If you haven't, don't ask.

Samus has a range of abilities to help her in her mission which have to be chosen carefully for the situation in hand. As well as a host of new weaponry, fans of the series also get their hands on old favourites such as the Wave and Freeze Beam. Samus' new suit is the key to all this, and the special visor should open up whole new areas of gameplay that we've never seen in an FPS before. Here's hoping *Metroid Prime* can live up to the hype that's already been tossed its way. Look out for updates in G-Force in the very near future.



GAME INFO		
PUBLISHER	VIVENDI UNIVERSAL INTERACTIVE	ETA OCTOBER 2002
DEVELOPER	BITS STUDIOS	
TASTY BITS:		
<ul style="list-style-type: none"> <li>HERO TIME AWARDED FOR RESCUING CIVILIANS AND FOR ACTS OF BRAVERY.</li> <li>FOCUS ON GUILF AND WIT.</li> <li>JOHN MCCLANE'S INFAMOUS ONE-LINERS (SWEARING INCLUDED!).</li> <li>UNLAWFUL BEHAVIOUR NOT ACCEPTABLE (TO A POINT).</li> </ul>		

John McClane is one of the all-time great action heroes, and thanks to Vivendi and Bits Studios, the cop with attitude is coming to the GameCube. The game sees McClane working the streets of LA when his colourful and explosive past catches up with him. Cue all sorts of hardcore gunplay but keeping in line with the movies it's not all gonna be cap-poppin' and ass-kicking.

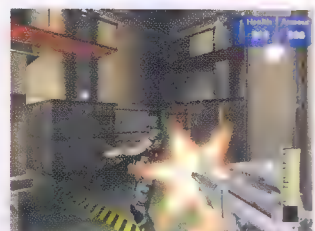
McClane may be as hard as granite, but without his sense of stealth and guile, his actions are about as potent as a fart in a wind tunnel. Hence the

inclusion of a special Stealth Mode that allows you to creep up on enemies and even avoid them completely if you like. The Stealth Mode is backed up by a control system that's been built from the ground up which lets McClane push objects around, crawl through confined spaces and even swing on ropes. Which we reckon is a first for any first-person game.

Being a cop (though his respect for authority is a little dubious), McClane has to make sure he doesn't overstep the mark. Innocent civilians must be spared, so blowing the top out of skyscrapers during rush hour is probably a no-no this time around. Some of the crims should be arrested rather than garrotted, and acts of gratuitous violence may well be punished. However, good old-fashioned, fair-minded gunplay is abundant, and fans of over-the-top Die Hard action will not be disappointed. Also, carrying out heroic acts is rewarded with something Bits Studios is calling Hero Time. Though no explanation of the is forthcoming, we've got a strong feeling it will be something on the lines of Bullet Time, as seen in *The Matrix* and the *Max Payne* videogame.

Complete with McClane's trademark obscenities and one-liners, *Die Hard Vendetta* promises to offer a very cinematic feel. Our hero can interact with almost everyone he meets (and we're not talking about just shooting them!), and the game is brimming with stylised effects. For instance, when you take out the last enemy after a full-on shoot-out, the camera follows the bullet and shows the shot and death in glorious slow-motion. Also, Bits has gone to painstaking lengths to make the cut-scenes and conversations as realistic as possible, with facial expressions, perfect lip-syncing and voice-overs by professional actors.

*Die Hard Vendetta* promises much, and if it delivers, it will no doubt be one of the all-time great first-person-shooters. Whether Bits Studios can capture the explosive action of the movies and translate it to a playable and addictive game has yet to be seen, but with John McClane as the hero, surely *Die Hard Vendetta* can't fail? <



## JAMES BOND 007 NIGHTFIRE

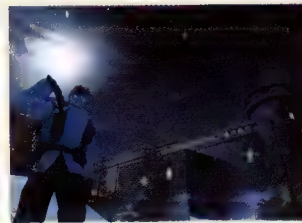


### GAME INFO

PUBLISHER:	ELECTRONIC ARTS	ETA:	LATE 2002
DEVELOPER:	EUROCOM		

### TASTY BITS:

- THE ONLY FPS SERIES TO HAVE TRUE DRIVING MISSIONS.
- Q-LAB GADGETS, FROM LASERS TO LOCK-PICKS, AND ALL CAN BE UPGRADED.
- PROBLEMS CAN BE TACKLED SEVERAL WAYS.
- THOSE GORGEOUS BOND GIRLS.
- A ZERO-GRAVITY MISSION.



## JEDI KNIGHT II: JEDI OUTCAST

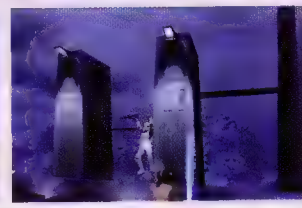
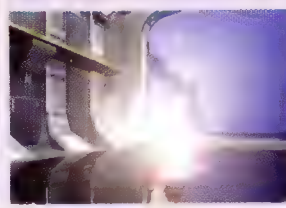


### GAME INFO

PUBLISHER:	LUCASARTS	ETA:	NOVEMBER 2002
DEVELOPER:	RAVEN		

### TASTY BITS:

- FIRST GAMECUBE STAR WARS-BASED FPS.
- LIGHTSABER AS A USABLE WEAPON. DEFINITELY A FIRST IN THE FPS GENRE.



## MEDAL OF HONOR: FRONTLINE



### GAME INFO

PUBLISHER:	ELECTRONIC ARTS	ETA:	TBA
DEVELOPER:	IN-HOUSE		

### TASTY BITS:

- THE MOST RIVETING FIRST TEN MINUTES IN A GAME EVER.
- AUTHENTIC WORLD WAR II ACTION.
- YOU CAN TAKE OVER ENEMY GUN EMPLACEMENTS.
- HISTORICALLY CORRECT LOCATIONS AND MISSIONS.



## SHOOT TO KILL: COLOMBIAN CRACKDOWN

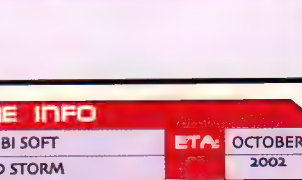


### GAME INFO

PUBLISHER:	CODEMASTERS	ETA:	TBA (PROBABLY NEXT YEAR)
DEVELOPER:	IN-HOUSE		

### TASTY BITS:

- IF CODEMASTERS IS TO BE BELIEVED, EXPECT MORE UNIQUE GAMEPLAY THAN YOU CAN SHAKE A VERY LARGE STICK AT. ALAS, THEY'RE KEEPING TIGHT-LIPPED RIGHT NOW.



## SUM OF ALL FEARS



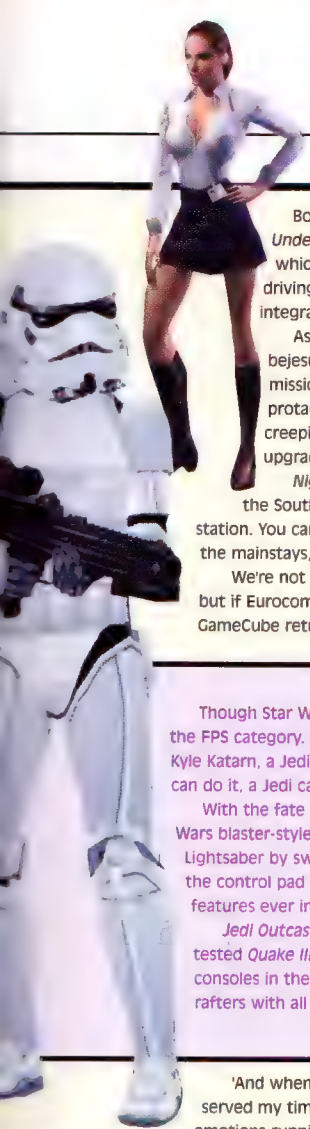
### GAME INFO

PUBLISHER:	UBI SOFT	ETA:	OCTOBER 2002
DEVELOPER:	RED STORM		

### TASTY BITS:

- BASED ON THE NEXT JACK RYAN ADVENTURE.
- IN-DEPTH, BUT STREAMLINED PRE-MISSION PLANNING.
- CONSPIRACY-LED STORYLINE.
- ADVANCED AI TEAM-MATES IN ONE-PLAYER MODE.
- VERY REAL POSSIBILITY OF ONLINE PLAY.





Bond returns to the GameCube after the hugely-successful and very-playable *Agent Under Fire*. Returning with 007 are the usual Q-lab gadgets and custom-designed cars, which once again you get to drive around the streets at ridiculous speeds. These driving sections could easily be bolt-on extras, but as *Agent Under Fire* proved, they're integral to the game and a whole load of fun to boot.

As is par for the course these days, *Nightfire* isn't simply all about blasting the bejesus out of everything you see. In order for Bond to be successful in his missions, he has to employ a modicum of stealth. Of course, unlike other protagonists in the games featured here, Bond comes perfectly equipped for creeping around unnoticed. This time around the numerous Q-lab gadgets can be upgraded too, making the stealth aspects of the game even deeper.

*Nightfire* sees Bond in action over ten exotic locales, which include missions in the South Pacific and a zero-gravity sortie that takes place aboard an orbiting space station. You can expect a huge variety in tasks, and the usual Bond girls will of course be one of the mainstays, with Zoe Nightshade from *Agent Under Fire* making a welcome return.

We're not expecting *Nightfire* to be the revolutionary advance *GoldenEye* was on the N64, but if Eurocom can fine tune the already-addictive action of *Agent Under Fire*, we reckon 007's GameCube return is gonna be explosive.

Though Star Wars games are two-a-penny on home consoles, this is one of the first to fall into the FPS category. Following on from the 1997's PC game *Dark Forces II*, *Jedi Outcast* casts you as Kyle Katarn, a Jedi who has to come out of retirement in order to save the galaxy. Well, if anybody can do it, a Jedi can.

With the fate of the galaxy in his hands, Kyle had better be tooled up. Luckily, all the usual Star Wars blaster-style weapons are at his disposal, but more importantly, Kyle can make use of his Jedi Lightsaber by switching to third-person mode. How the swordplay style actions will translate to the control pad we don't know, but if implemented properly this could be one of the best features ever in an FPS.

*Jedi Outcast* is being developed for the PC first, and developer Raven is using the tried-and-tested *Quake III* engine. Traditionally for the PC, the *Quake III* engine has translated well to consoles in the past though, so we're expecting a fast, smooth and detailed game, packed to the rafters with all the Star Wars action we know and love.

'And when he gets to heaven, to Saint Peter he will tell; One more soldier reporting, I've served my time in hell'. Any game that starts with such poignant prose is bound to get emotions running high, and the first level of *Medal of Honor: Frontline* is about as emotive as they get. A full-on D-Day beach landing is the background, and you're just one of thousands of soldiers trying to stay alive amid a torrent of German flak and shells. We've got out our hands on the PlayStation2 version, and can testify the opening ten minutes are some of the most intense ever witnessed in a game.

Sadly, the first level has no bearing on the rest of the game, where you control American GI Jimmy Patterson on a variety of missions behind enemy lines. Taking out German soldiers is the basis of the action, and though you do get to go in disguise, your cover is generally blown very quickly so *Medal Of Honor* is basically a shoot-'em-up.

EA has strived to make *Medal of Honor: Frontline* historically correct, and though we're no historians, it does evoke an air of authenticity. There's a huge arsenal of weapons to use, missions based on real-life events such as Operation Market Garden and a tense atmosphere throughout. The missions are varied and the action is incredibly intense. The best thing, though, is that the GameCube version is looking graphically better than the PlayStation2 game, which is already astounding.

We'll be watching this one very closely as it reaches GameCube launch, as the incredible World War II action could easily become the best GameCube FPS by miles.

'The first-person shooter market really needs its arse kicking', says Gavin Raeburn, CodeMasters' studio head behind the forthcoming *Shoot To Kill*. He promises to totally reinvent the FPS genre, a promise that may be hard to fulfil, but CodeMasters certainly has the talent and background to give it a very good shot.

*Shoot To Kill* casts the player as a Drug Enforcement Administration Officer who has infiltrated the Dominican Drug underground with strict orders. Yep, you've guessed it - shoot to kill. Unfortunately, that's the only order given. CodeMasters has yet to unveil any of the revolutionary new features in *Shoot To Kill* but as soon as we find out just how it's going to turn the genre upside down, we'll let you know.

Based on Tom Clancy's novel and the forthcoming movie (starring Ben Affleck and Morgan Freeman) of the same name, *The Sum of All Fears* is set to bring intrigue and espionage kicking and screaming onto GameCube. Past games based on the work of Tom Clancy, like *Rainbow Six* and *Rogue Spear*, have always been somewhat complicated, with over-indulgent mission planning that only the most patient gamers have been able to deal with. Red Storm Entertainment has streamlined the mission planning sections for *The Sum of All Fears* in order to make it more accessible to the everyday console gamer.

Of course, coming from a Tom Clancy novel, the plot and narrative of the game is going to be something special. You're placed in charge of a team of three FBI hostage rescuers, who have landed head bang in the middle of an international conspiracy against the USA. Travelling all over the world, you have to expertly plan missions and work with a number of AI team-mates. The PC version is being built for internet play but there's no word yet on whether the GameCube version will be online-capable. Still, the depth and the promise of a more action-orientated affair than previous Tom Clancy based games should be enough to make FPS fans go weak at the knees. <



## BIG F@&%-!-F GUN!

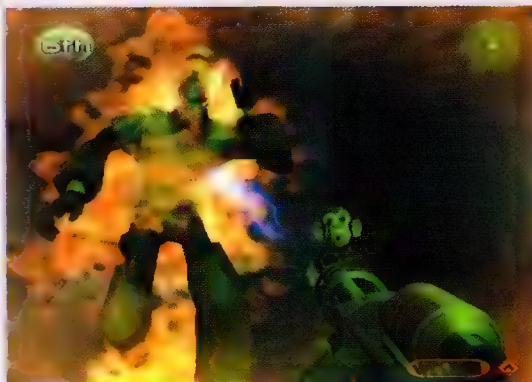
First-person shooters are, by their very nature, combat based. Okay, many of the games in these pages boast of stealth-lead gameplay, but at the heart it's blasting the cack out of the enemy that really counts. Which is why between all the games in the FPS genre, there's more weapons than a Middle Eastern arms conference. Our favourites include the BFG (work it out) from *Doom* and the Flak Cannon from *Unreal*. There's always the *Quake* rocket launcher, though, or the *Medal Of Honor* sniper rifle. And then there's the Plasma (they got the picture, Ed).



## PERFECT DARK 2

Is it coming? Of course it is - check out this month's *News* section for further details. The latest rumours suggest the new game will be called *Perfect Dark Zero* and offer an origin story, but this is unconfirmed. *Perfect Dark* is still seen by many as the best FPS ever, so hats off to Rare and Nintendo for getting their acts together and giving us a *Perfect Dark* for the GameCube.





GAME INFO		
PUBLISHER	EIDOS INTERACTIVE	ETA: SEPTEMBER 2002
DEVELOPER	FREE RADICAL DESIGN	
TASTY BITS:		
<ul style="list-style-type: none"> <li>MAPMAKER THAT ALLOWS YOU TO CREATE YOUR OWN SINGLE AND MULTIPLAYER LEVELS.</li> <li>TAKES PLACE OVER NINE DIFFERENT ERAS.</li> <li>ADVANCED SINGLE-PLAYER AND CO-OPERATIVE GAMES.</li> <li>FOCUSED MULTIPLAYER OPTIONS.</li> <li>RIDICULOUS AMOUNT OF PLAYABLE CHARACTERS.</li> </ul>		

*Timesplitters* was one of the first UK PlayStation2 games and still proves incredibly popular today. The fast and frantic gameplay was perfect for multiplayer frag-fests, but sadly, Free radical Design didn't offer much to the single player. This is all about to change with the long-awaited sequel, which is coming to GameCube as well as PlayStation2. Joy!

For the uninitiated, the *Timesplitters* are an evil race of time-travelling aliens who really seem to have it in for humans. Returning once again to cause havoc throughout the timeline, it's your job as a hardcore space marine to put a stop to their time tangling shenanigans once and for all. You have to retrieve nine crystals scattered throughout nine different time zones by following the *Timesplitters* into their TimePortal, without knowing where you'll end up.

The classic multiplayer gameplay makes a welcome return, but it's the single-player and co-op story modes that make *Timesplitters 2* the complete FPS package. Free Radical Design is promising improvements and refinements in all corners, including smoother, faster gameplay, flashier cut-scene sequences and narrative, vastly improved AI, a single and multiplayer mapmaker and a massive 80 playable characters. Yes, 80.

In this day and age of countless sequels and updates, it's refreshing to see such hard work being put in. *Timesplitters 2* may be based on an old theme, but with all the brand-new features and improvements being implemented, it's going to be a different beast altogether. Contender for the GameCube FPS crown? You'd better believe it.



GAME INFO		
PUBLISHER	ACCLAIM ENTERTAINMENT	ETA: SEPTEMBER 2002
DEVELOPER	ACCLAIM AUSTIN STUDIO	
TASTY BITS:		
<ul style="list-style-type: none"> <li>STEALTH PLAYS A MAJOR PART IN THE GAME.</li> <li>THIRD-PERSON FLYING MISSIONS.</li> <li>INCREDIBLY DETAILED, AND FRIGGIN' HUGE DINOSAURS.</li> <li>THE BABY NUKE - WHAT A WEAPON!</li> <li>SQUAD DYNAMIC SYSTEM - TROOPS TAKE COVER, ESTABLISH STRATEGIES AND EVEN SURRENDER!</li> </ul>		

Lost Lands once more, and near to death, Tal'Set finds himself embroiled in a war against the reptilian army of Lord Tyrannus, whom it turns out, has Captain Bruckner at his side. It's time to settle that score.

*Turok Evolution* has been built from scratch in order to make use of the next-gen technology now available. A whole new game engine has been implemented, giving the lush Lost Land landscapes a sumptuous feel. The animation has been brought bang up to date and the general graphical detail and textures are looking superb. Especially when it comes to the wealth of unbelievable-looking dinosaurs you come across in the game.

Of course, at heart this is still a *Turok* game so you can expect all the usual combat action with over 30 different weapons to choose from. These include some old favourites like the Swarm Bore, Baby Nuke and Gravity Disruptor Beam but there's plenty of new hybrid weaponry around too.

Stealth is also a major gameplay element, so the old-school guns-a-blazing style won't get you very far. Taking this even further is the highly-evolved character AI, which allows the enemy to react to even slight changes in the surrounding environment. This AI is taken over to friendly characters also, with a brand-new squad system coming into play at some point in the game. We're not sure if this appears in the one-player story-led game or the deathmatch side of things yet, but we'll let you know as soon as we find out.

If all this isn't enough, Acclaim has even seen fit to include, for the first time ever, flight-based missions where you have to ride atop a tooled up Quetzalcoatlus and take out the enemy from above. It looks like Acclaim is certainly going for it with *Turok Evolution*; let's just hope it can live up to its immense promise.

*Turok* returns to its spiritual home - a Nintendo console. And if what we've seen already is anything to go by, *Turok Evolution* is going to be as jaw-dropping as the first *Turok* game on the N64. Once again players take control of the hero Tal'Set, who gets sucked through a time-rift whilst fighting his arch-enemy, Captain Tobias Bruckner. Finding himself in the



GAME INFO		
PUBLISHER	UBI SOFT	ETA: TBA
DEVELOPER	UBI SOFT	
TASTY BITS:		
<ul style="list-style-type: none"> <li>CEL-SHADING GRAPHICAL STYLE IS A FIRST FOR THE USUALLY 'REALISTIC' FPS.</li> <li>TWO-TIER, CONSPIRACY-LEAD STORY LINE.</li> <li>STEALTH WEAPONS THAT INCLUDE HARPOONS, CROSSBOW AND THROWING KNIVES.</li> <li>THE ABILITY TO USE SCENERY OBJECTS AS WEAPONS.</li> <li>ENEMIES CAN BE USED AS HUMAN SHIELDS!</li> </ul>		

Unlucky for some. Sorry, XIII, pronounced Thirteen, is one of the most original-looking FPSs we've ever seen. Utilising the currently in-vogue cel shading system, it creates a radically different world to any of the other games we've looked at here. Of course, cel-shading is fancy talk for cartoon, but don't let this put you off, as XIII is definitely not for kids.

The lead character in the game starts off with amnesia, so we don't even know who he is. The only clue he has are the symbols XIII tattooed onto his chest. It's not long before we realise XIII is no ordinary man, as his incredible combat skills come to fore pretty quickly. As well as trying to find out who he is, XIII also has to get to the bottom of a conspiracy against the USA (once again). Quite a lot to take in for somebody who doesn't even know his own name.

Based on a comic book of the same name, XIII is, at least graphically, the most unique game here. However, XIII is more than just fancy graphical effects. Its adult-orientated, gritty storyline will have you hooked from the word 'go' with integral flashback sequences that reveal the plot piece by piece. The hardcore combat gameplay offers an array of real-life weapons such as the AK47 and a sniper rifle, but once again, stealth is a major focus, with special silent weapons available to the player. Ubi Soft is certainly taking a fresh approach to the FPS, and as long as the cel shading works in action, playing XIII could take you to seventh heaven. Sorry... ■

# DATEL PLAYS ITS CARDS RIGHT!

Let's face it - you can't have enough memory cards. Whether saving the latest shoot-'em-up or platformer on a basic, 59-slot card or storing an entire season of your favourite sports sim on a huge memory monster, an extra card to fall back on is always welcome.

Which is why we were so pleased to hear Datel has released two new GameCube memory cards. The Mega Memory 4Mb is a 59-slot device which, at £9.99, is a fiver cheaper than the Nintendo version. The Mega memory 8Mb costs £14.99, but is twice the size of the similarly-priced Nintendo card. The two new Datel devices join the Mega Memory 16x, Datel's mammoth 1019-slot monster that's a bargain at £30.

To celebrate the launch of the cards, Datel has given us five Mega Memory 4Mb and five Mega Memory 8Mb to give away. To stand a chance of winning, just answer this simple question:

• **HOW MANY GAME SLOTS DOES THE MEGA MEMORY 4MB OFFER?**

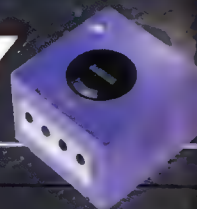
- A: 28**
- B: 30**
- C: 59**

When you think you know the answer, call our Competition Hotline on:

**09064 774480**

**WIN!**  
**BRAND-NEW  
MEMORY CARDS  
FOR THE CUBE,  
AND WE'VE GOT  
A FISTFUL TO  
GIVE  
AWAY..**

**MEGA  
MEMORY**



# Disney

Our cartoon favourites take to the pitch, court and streets in four exciting sports sims...

## AIMS FOR SPORTING SUCCESS!

**T**hey're sports games like no others. Featuring no licensed teams, no real-life superstar players and no endorsements from organising bodies, these sporting simulations eschew the realistic route in favour of cartoon fun. It's Disney action all the way, with Walt's wonders such as Mickey

Mouse, Donald Duck, Goofy and more taking to the field.

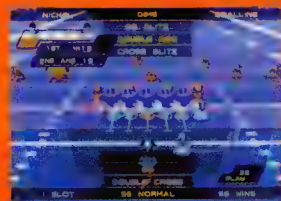
The games are to be published by Konami. We've no idea when they'll be coming out over here, though they're set for release across the Summer in Japan. They look pretty interesting, so we thought we'd take an early look at all four...

### DISNEY ALL-STAR SPORTS: FOOTBALL

When the football game's called 'Soccer' and the one called 'Football' features screenshots with arrows drawn all over them, you just know you're in for an all-American experience. The football in question here is *Disney All-Star Sports: Football*, where two teams of gorillas in crash helmets run around and kick into each other's goal. Everything sounds for the worse...

We know very little about this one, but our guess is it takes a similar approach to

Soccer, in that the action will be arcadey, with a few less plenty and mean multiplayer action. This might be a distinct advantage in a gridiron game. Few people can make sense of all that rushing around the side of the pond...

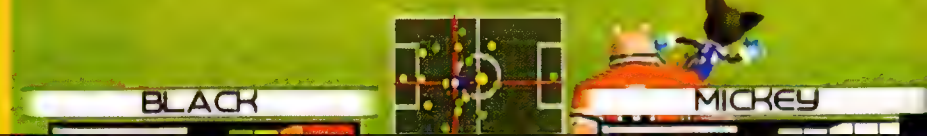


### DISNEY ALL-STAR SPORTS: SOCCER

Everybody loves a good game of soccer, so it's here we'll start. It's very cartoony, and not very real-world – imagine *Sega Soccer Slam* without the violence and you get the idea. There are ten teams of Disney characters, and collectable power-ups scattered around the pitch. Look out for magic shoes that let you do super-shots. A Tournament Mode and multiplayer options round off an impressive-looking outing.

Needless to say, the biggest

question mark over *Disney All-Star Sports: Soccer* is its depth, and to be honest, we're not expecting it to appeal to *ISS* purists. Even so, it could prove great for a light-hearted kick-around.



## ADVANCE WARNING...

The Disney sports games will also appear on the GBA, along with a fifth game, Disney's All-Star Sports: Snowboarding. Could this be coming to the Cube too? Our guess is it will.

No news on whether any of them use the link-up cable. Just for a change...



## DISNEY ALL-STAR SPORTS: SKATEBOARDING

It ain't Tony Hawk's and it doesn't want to be. And why should it? The Tonester already has the serious sim side of things sewn up, so it's left to the Disney crew to supply some arcade action.

We know very little about this one, but in divorcing itself from the real world of human beings, it opens a host of opportunities for out-of-the-ordinary tricks and power-ups. It will be interesting to see how this develops.



## DISNEY ALL-STAR SPORTS: BASKETBALL

Basketball is another sport where an arcade approach yields big rewards in the UK. Just look at the success of NBA Jam and Street on the PlayStation. Disney's hoop-slamming offering takes an inevitably arcade approach

and looks absolutely gorgeous too. The reflections on the court surface look great, and if the animation's up to Disney's usual standard, it would rival a few titles as you slam dunk another two-pointer.



It's easy to sneer at Disney games and say they're just for kids, but at G-Force we welcome their uncomplicated, all-action approach. Sporting purists should steer clear, but they know that already. Not everyone wants the degree of complexity offered by a

modern 'serious' sports sim. If you're after some sporting action, but your favourite footie offering is still *Sensible Soccer*, you find gridiron impenetrable and you just can't be bothered to learn all the tricks in *Tony Hawk's*, the Disney games could be right up your street. ■

# FUTURE SHOCKS!

A SNEAK PEEK AT FUTURE GAMECUBE RELEASES...

## FREEKSTYLE

After the farce that was Jeremy McGrath's Supercross, can EA provide dirtbike racers with the thrills they need?

FIRST  
LOOK!

GAME INFO		ETA
PUBLISHER:	ELECTRONIC ARTS	6TH SEPT 2002
DEVELOPER:	EA SPORTS BIG	LATE 2002
GENRE:	DRIVING GAME	6TH AUG 2002



If real-life motocross and supercross events were like this, they'd be banned. Made for action gamers, *Freestyle* is the most dangerous (and largely impossible) motocross game around, and features insane, over-the-top stunts. Imagine flying through rugged terrain with massive jumps at more than 100mph, hitting a 40-ft jump at the ledge of a 400-ft cliff and pulling off a Kiss of Death, a Cordova, and 360 all before you land. Fluffed tricks cause the rider to crash and waste valuable time and points, though you'd think with stunts like these, lost time would be the least of his worries.

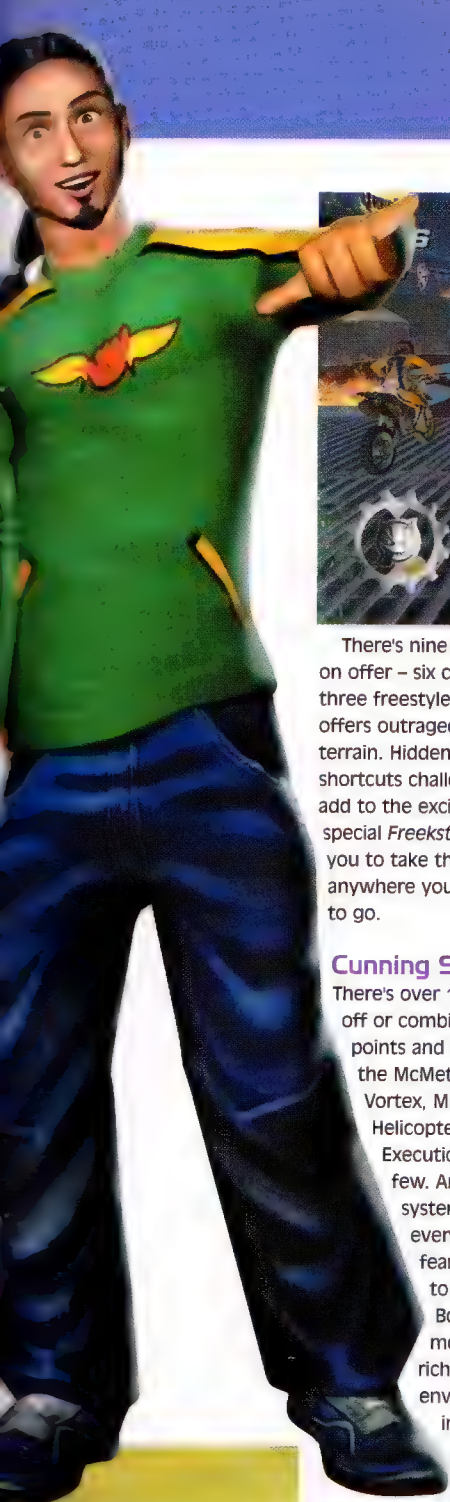
It's not just about coming in first. It's not just about being the fastest. With *Freestyle*, it's all



about being fearless. A unique cast of characters includes, from the freestyle motocross world, Mad Mike Jones, Mike Metzger and Brian Deegan. Even the former Miss Supercross and TV host Leeann Tweeden saddles up and turns into a throttle junkie. Choose from any of eight different riders with their own unique attitude and style, including

freestyle sensations Mike Metzger, Brian Deegan (leader of the Metal Mulisha), Stefy Bau, Clifford 'The Flyin Hawaiian' Adoptante, Jessica Patterson, and Greg 'Albee' Albertyn. According to EA, each character has their own unique personality, bikes and gear, though how different they actually are remains to be seen.





There's nine different venues on offer – six circuit racing and three freestyle venues. Each offers outrageous freestyle terrain. Hidden paths and shortcuts challenge gamers and add to the excitement, while special *Freestyle* worlds allow you to take the bikes anywhere you have the guts to go.

### Cunning Stunts

There's over 100 tricks to pull off or combine for bonus points and boosts, including the McMetz, Heart Breaker, Vortex, Mulisha March, the Helicopter and the Executioner to name a few. An all-new scoring system challenges even the most fearless dirt demon to hold that Lazy Boy for just one more second. The richly-detailed environments are inspired by the sport and embrace the lifestyle of

extreme Moto-X riding. Gone are the barriers and constraints of licensed tracks and venues. Here many of the track features would be lethal in real life, though by no means physically impossible. Look out for flaming hoops above the jumps, iron girders to clear and abandoned crates to dodge or smash.

For all the hype, our sister magazine *PSI-2* isn't all that impressed with the PlayStation version of *Freestyle*. It's not that it's a poor game. It's just a workmanlike, programming-by-numbers outing that lacks the flair and excitement that usually accompanies EA Sports titles. Still, the GameCube is a more capable machine than the PS2, so hopefully we'll get a richer, more fluid offering with greater attention to detail. ■



### Techno Twaddle

There's a question mark over the technical aspects of *Freestyle*. The PS2 version is competent but workmanlike, though the superior power of the Cube should make for a much more spectacular game.



## TWIN CALIBER

Is this the goriest game ever to hit the Nintendo?

**FIRST LOOK!**

GAME INFO		ETA
PUBLISHER:	RAGE SOFTWARE	WINTER 2002
DEVELOPER:	RAGE SOFTWARE	TBA
GENRE:	ACTION GAME	WINTER 2002



**R**age is to release its PlayStation2 third-person blast-'em-up *Twin Caliber* on the GameCube. Played in either single or co-operative modes, *Twin Caliber* allows you to independently control two weapons that can be used simultaneously as you blaze your way through a mysterious town trying to uncover the

secret of an evil cult.

Early reports suggest *Twin Caliber* offers very little control over the characters. Instead, they move around 'on rails' while you aim their guns with the analogue sticks and (presumably) fire them with the shoulder buttons. Sounds innovative. Whether it works in practice remains to be seen, but we'll keep you informed. ■



## DARKENED SKYE

And no, that's not a spelling mistake...

**FIRST LOOK!**

GAME INFO		ETA
PUBLISHER	SIMON & SCHUSTER INTERACTIVE	NOVEMBER
DEVELOPER	BOSTON ANIMATION	TBA
GENRE	THIRD-PERSON ACTION GAME	OCTOBER

**S**kye of Lynlora is a shepherd with attitude. Not content watching the lambs and whistling at dogs, she 'discovers magic and battles darkness'. As you do when you're bored with your job. Her task is to find five magic prisms that will save the world from evil, and she's aided by a know-it-all sidekick who gives her advice.

We're promised a mix of 'laugh-out-loud humour and combat, magic and melee', which will hopefully take our minds off the game's derivative premise. *Darkened Skye* went down reasonably well on the PC, and if the developers can beef up the graphics (these screenshots lack detail), it could prove a GameCube hit too. ■



**UPDATE!**

## TOP GUN: CLOSE COMBAT

The Cube's first flight sim is about to land, but will it take your breath away or merely crash and burn?

GAME INFO		ETA
PUBLISHER	VIRGIN INTERACTIVE	SEPTEMBER
DEVELOPER	DIGITAL INTEGRATION	TBA
GENRE	FLIGHT SIM	AUTUMN

**C**heck out who's bringing this dogfighting drama to the Cube. Recognise the name? Gamers who love their flight sims are now licking their lips in anticipation. Digital Integration is one of the foremost authorities in aerial-based polygon power.

Unfortunately, anyone who's played it on the PS2 is rolling their eyes and expecting

a dud. You see, on Sony's machine *Top Gun: Combat Zones* fell between two stools, offering an unsatisfying mix of arcade action and high-brow simulation. Thankfully, the team has listened to the criticisms levelled at the PS2 game and promises a much-improved experience on the Cube.

Graphically, the game's appreciably better. Every model

in the game, however insignificant, is rendered in hires, making for a great visual experience. You can see further too, due to the Cube game's better draw-in distance. The controls have been tweaked to offer a more intuitive flight, and the mission challenges now offer 'a more intense blast'. It sounds like Digital Integration is going for a more arcadey feel than the PS2 offered...

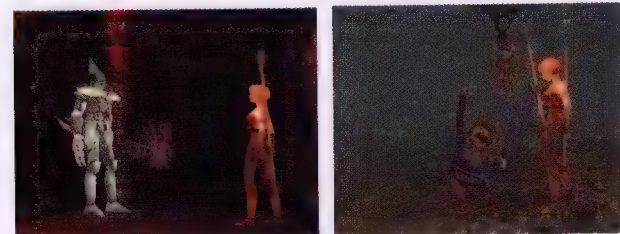
### On a Mission...

Thirty-four missions from three different eras are spread across four graphically-diverse locations. Look out for battles set in Asia, the Gulf states (they just had to get that one in, didn't they?), the Arctic Circle and Miramar. Miramar?



### Techno Twaddle

The game will make full use of the Game Cube's polygon-shifting capabilities. Everything, from the biggest oil rig to the tiniest ground detail, is rendered in a higher resolution. Also, GameCube owners are treated to an increased draw distance.





DAMAGE 100%  
★ SCORE 1000000

TALE  
1000  
10000  
BURNER

1000  
1000

It's a city in Florida where the Top Gun flight school is based. Presumably these are the training levels, then...

You get eight planes to fly, three of which must be unlocked, and a range of canyons, mountains and cities to test your flying skills. You can create your own missions using all unlocked enemies, weapons and planes too.

The release date of *Top Gun: Close Combat* has slipped several times. It





was first pencilled in for a June release! While this is never a good sign, judging by the video footage on this month's DVD the extra development time has been put to good use. Look out for a full review next issue. ■



## OUTLAW GOLF

Fore(arm smash)...

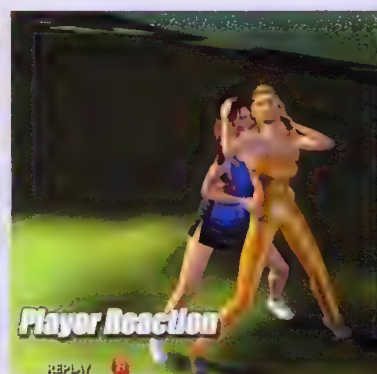
GAME INFO		ETA	
PUBLISHER	TBA		TBA
DEVELOPER	HYPNOTIX		TBA
GENRE	SPORTS SIM		OCTOBER



**W**hen it comes to mixing genres, this takes the biscuit. A golfing beat-'em-up? Whatever next? A skateboarding flight sim? An own-eye perspective platformer?

*Outlaw Golf* is a rough-and-tumble stroll down the fairways, with fights breaking out on the greens. We're not sure how this element works yet, but we can't help worrying it's just a bolted-on gimmick. Also worrying is the 'composure response system', that deadens your controls if you're doing badly. The developers claim this reflects reality, where the golfer's composure is affected by his performance, but it seems a little artificial to us.

*Outlaw Golf* has yet to be pencilled in for a UK release, but we look forward to this original, if gimmicky, take on the sport. ■



# FUTURE SHOCKS!



## HOT WHEELS: VELOCITY X

Car combat racing...

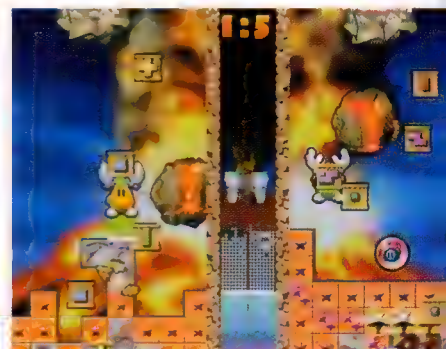
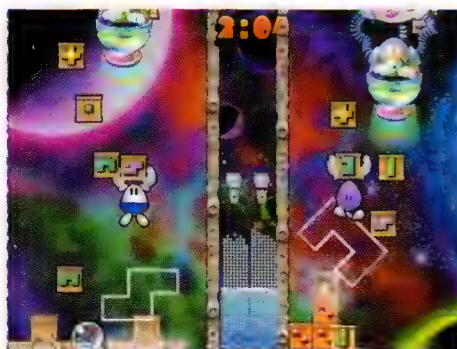
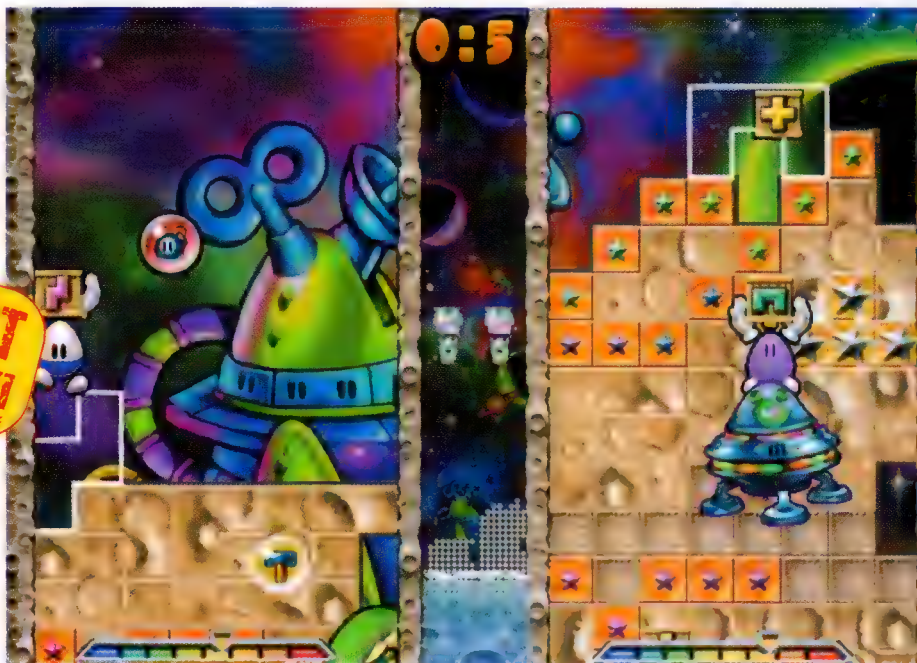
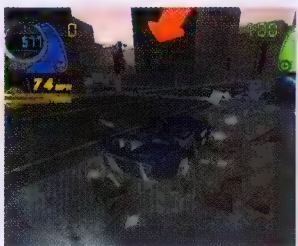
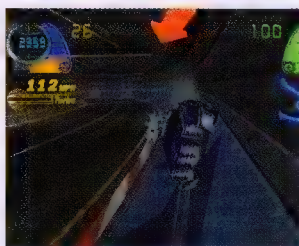
**FIRST LOOK!**

GAME INFO		ETA
PUBLISHER:	THQ	LATE 2002
DEVELOPER:	BEYOND GAMES	LATE 2002
GENRE:	DRIVING GAME	LATE 2002

For those who don't know, *Hot Wheels* is a series of Matchbox cars that inspired a series of rather mediocre console games. Imagine *Army Men* on

the road and you get the idea. The latest in the series is *Hot Wheels: Velocity X*, and it could buck the trend and prove a worthy winner. Stranger things have happened, y'know...

*Velocity X* boasts more than 45 authentic *Hot Wheels* cars to unlock and drive, 30 missions in six huge levels and 15 offensive and defensive power-ups. There's three multiplayer modes too, with racing, battle and stunt competitions catered for. ■



## EGGO MANIA

Catch them, rotate them, place them...

**FIRST LOOK!**

GAME INFO		ETA
PUBLISHER:	KEMCO	SEPTEMBER
DEVELOPER:	HOTGEN STUDIOS	TBA
GENRE:	PUZZLE GAME	SEPTEMBER

The Eggos have a problem. These egg-shaped critters must use falling shapes to build towers on their little island, desperately climbing to avoid the rising water levels. It's basically *Tetris* in reverse.

Instead of keeping the tower down by making completed lines disappear, you must build it as high as possible – it's incomplete lines that are in danger of vanishing, as they're undermined by the rising water. Do you go for speed and leave gaps, or safety and build carefully?

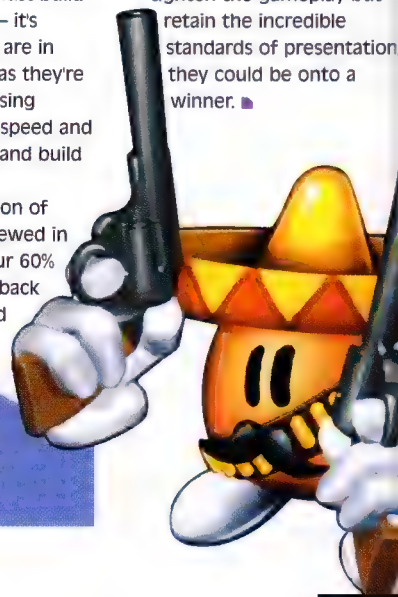
The Advance version of *Eggo Mania* was reviewed in GBX #10, but after our 60% score, Kemco took it back into development and is now releasing it

simultaneously on all formats, including the Cube. If they can tighten the gameplay but retain the incredible standards of presentation they could be onto a winner. ■



### Techno Twaddle

Look out for waver and lighting effects done with enhanced particle systems, multiple levels of transparency and a multi-layered, animated backdrop for each level.



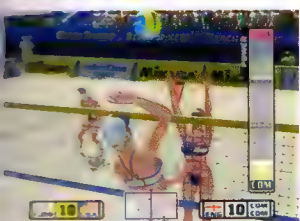


# BEACH SPIKERS

Why do no ugly people play this game?

GAME INFO		ETA
PUBLISHER	SEGA/INFRAMES	SUMMER 2002
DEVELOPER	AM2	OUT NOW
GENRE	SPORTS SIM	14TH AUGUST

We first covered this pervs paradise back in Issue Two, and we've come to add to what we said then, but we do have a fistful of fresh news. We'll be covering *Beach Spikers* - sorry, *Spikers* - as an import game next issue, but in the meantime, enjoy the view...



## PRO TENNIS WTA TOUR

FIRST LOOK!

Konami's new tennis game is coming our way in time for the football season...

GAME INFO		ETA
PUBLISHER	KONAMI	OCT 2002
DEVELOPER	KONAMI	AUG 2002
GENRE	SPORTS SIM	SEPT 2002



**P**ro Tennis WTA Tour is a recreation of the women's game, with 20 real-life stars included. Look out for Jennifer Capriati, Serena Williams, Martina Hingis and Jelena Dokic, who also provided the motion capture. Realism is the name of the game throughout, with everything from facial expressions to the superstars' individual playing styles reflecting those of their real-life inspirations.

The realism carries over into gameplay too. Two methods of control enable intuitive gameplay for both newcomers and seasoned pros alike. Easy Mode offers one-button

returns and Advanced Mode gives greater player input and the ability to add spin. With multiple court types (including grass, clay and hard) and court designs based on the most famous venues in the world, *WTA Tour Tennis* adds realism like no other tennis game.



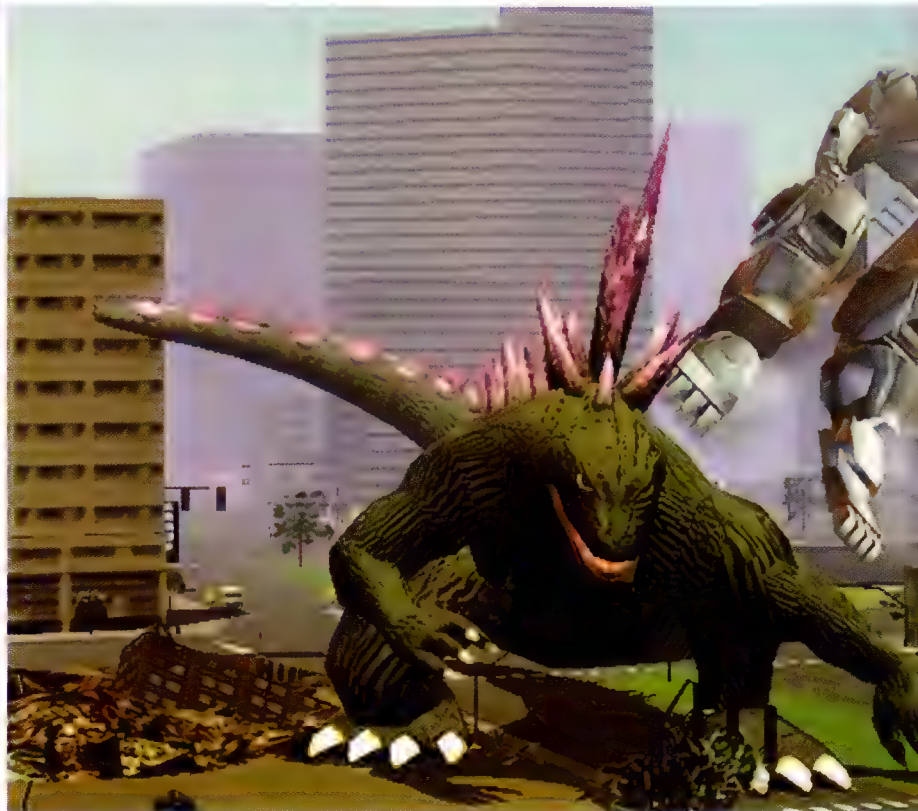
# FUTURE SHOCKS!



## MONSTERS, INC

Pixar's monster mayhem comes to the Cube...

GAME INFO		ETA
PUBLISHER:	THQ	AUTUMN 2002
DEVELOPER:	RADICAL ENTERTAINMENT	TBA
GENRE:	ACTION ADVENTURE	AUTUMN 2002



## GODZILLA: DESTROY ALL MONSTERS MELEE

The king of Monster Island roars onto the GameCube...

GAME INFO		ETA
PUBLISHER:	INFOGRAMES	NOV 2002
DEVELOPER:	PIPEWORKS STUDIOS	AUTUMN 2002
GENRE:	BEAT-'EM-UP	AUTUMN 2002

**W**hen we first looked at this one back in Issue One, we were worried its monster-mashing mayhem would prove more of a gimmick than a serious fighting game. After all, plenty of creature combat console offerings have proved less-than-wonderful in the depth department. It seems developer Pipeworks Studios share our concerns.

Obviously, each character is equipped with basic moves like kicks, punches, jumps, projectile attacks and blocks.

But there's also 'a robust combo system and special attacks unique to each creature'. Cool! Of course, there are plenty of pitfalls for a beat-'em-up, even if it has a robust combo system. Holes in the opposition AI might make combos unnecessary, for example, and the characters' differing fighting styles might make some of them unusable or bias the game in favour of one fighter or another. However, it's great to see they're doing more with the game than writing a basic

### Techno Twaddle

The 3D modelling used throughout is excellent, but we think the lighting effects need a little improvement. Good use of particle effects, though.

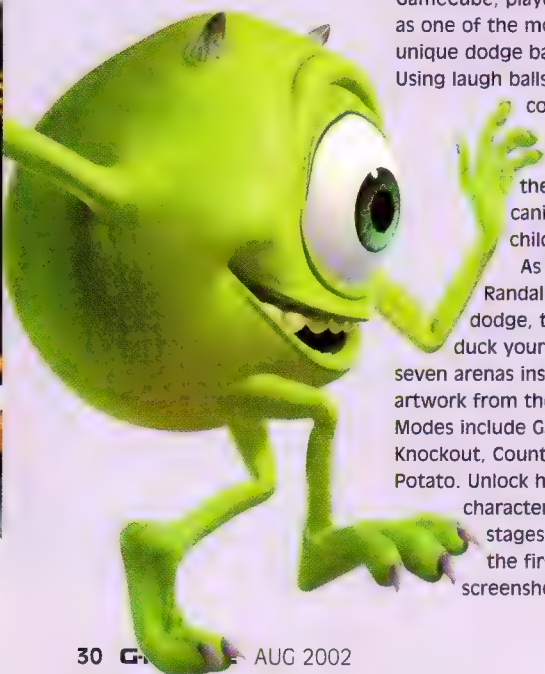
**UPDATE!**



**UPDATE!**

**N**ow the monsters of Monstropolis have learned the power of

laughter, they're ready to have some fun. In *Monsters, Inc. Bash Arena* (working title) for GameCube, players compete as one of the monsters in a unique dodge ball-style match. Using laugh balls, players compete in a tournament to be first fill their laugh canisters with children's giggles. As Mike, Sulley, Randall or more, you dodge, throw, and duck your way through seven arenas inspired by artwork from the movie. Modes include Game Knockout, Countdown and Hot Potato. Unlock hidden characters and bonus stages too. Here's the first screenshots...

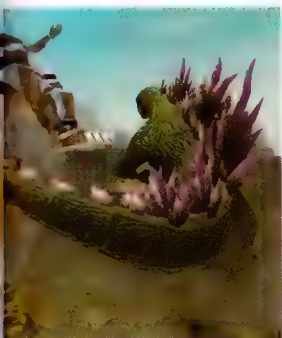




attle engine and pasting on  
re licensed characters.

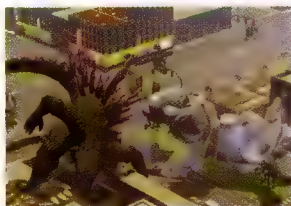
### Monster Mayhem

and what characters they are!  
There are over 14 in all,  
including unlockables. Look  
out for Godzilla 2000, Godzilla  
1990, Mecha-Godzilla, King  
Gidorah and Mothera. True-to-  
the-films animation is



promised, and given the  
rather low-tech special effects  
employed by those ageing  
monster movies, it shouldn't  
be too hard to achieve.

The arenas are seriously  
movie-inspired too. Combat  
takes place in around ten  
massive locations, including  
San Francisco, Seattle, Tokyo  
and Monster Island. Each city  
has been created with  
amazing attention to detail,  
including working traffic  
lights, blinking neon signs and  
moving cars, buses and tanker  
trucks. Buildings are fully  
destructible, and once on the  
ground, pieces of smashed  
concrete can be used as  
projectiles. Power-ups are  
dropped into the arena by  
alien ships and hidden within  
city buildings, but they come  
at a cost. As the monsters  
march through the cities  
causing mayhem and  
destruction, the human  
military fights back with tanks,  
helicopters, hover jets and



laser cannons, launching  
attacks at the monster guilty  
of the most damage. You can  
even use this to your  
advantage by throwing your  
foe into vulnerable constructs.

Despite our natural  
scepticism regarding creature  
combat, *Godzilla: Destroy All  
Monsters Melee* is shaping up  
to be a great game. Only time  
will tell whether it lives up to  
its promise, but we can't wait  
to find out... ▀

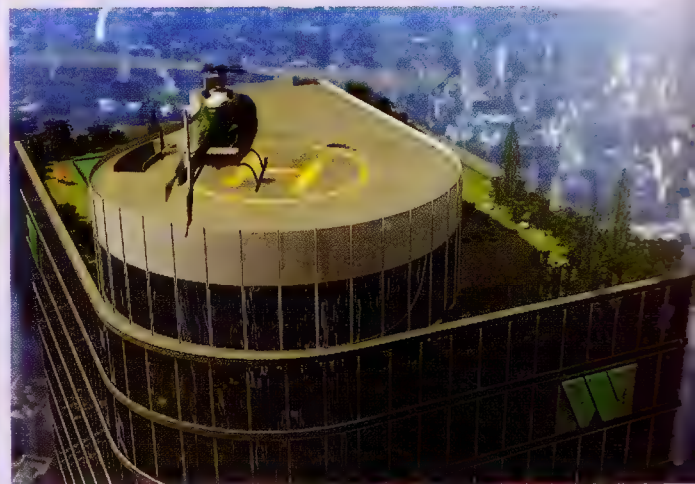


## LARGO WINCH: EMPIRE UNDER THREAT

**FIRST  
LOOK!**

Another game based  
on a French comic...

GAME INFO		ETA	
PUBLISHER:	UBI SOFT		TBA
DEVELOPER:	UBI SOFT		TBA
GENRE:	ACTION ADVENTURE		TBA



**L**argo Winch – ever  
heard of it? Us  
neither, but  
apparently it's really popular in  
France. That's why Ubi Soft  
snatched the game licence...

According to Ubi Soft, the  
world of *Largo Winch* lends  
itself perfectly to video games.  
The character is the epitome  
of the ultimate hero, and his  
adventures are packed with  
action and suspense. In the  
beginning, Yugoslavian orphan  
Largo is adopted by the  
world's wealthiest man, who's

in search of an heir. When his  
adoptive father dies, 26-year-  
old Largo inherits the Winch  
Corporation, a financial  
consortium worth more than  
10 billion dollars. Drawn to the  
challenge of presiding over  
such a vast empire, Largo  
takes over from his father, and  
plunges headfirst into a new,  
unexpectedly vicious world...

No news on when it's going  
to be ready and only two  
screenshots to show you, but  
rest assured we'll come back  
to this one at a later date. ▀






# FUTURE SHOCKS!



## MYSTIC HEROES

Oriental combat and ancient legends...

**UPDATE!**

GAME INFO		ETA	
PUBLISHER:	TBA		TBA
DEVELOPER:	KOEI		OUT NOW
GENRE:	FIGHTING GAME		TBA

If you liked the look of Issue Two's import review *Battle Houshin* but can't play Japanese games, you're in luck. Although no release date has

been set and no publisher has been signed, it's coming to the UK as *Mystic Heroes*.

*Mystic Heroes* is an all-out battle-fest, with weapons, spells and monsters. It's

looseley based on an ancient Japanese novel called *Houshin Engi*, but is not connected with the anime cartoon of the same name.

*Battle Houshin* scored 70% as an import, and only time will tell whether the translation into English will substantially improve the experience. ■



## DR. MUTO

It's all been done before, but never like this...

**UPDATE!**

GAME INFO		ETA	
PUBLISHER:	MIDWAY		EARLY 2003
DEVELOPER:	MIDWAY		TBA
GENRE:	ACTION ADVENTURE		DECEMBER 2003

Why clone when you can morph?", asks David Burton, Midway's UK marketing director. "Dr Muto's morphing isn't just a gameplay feature. It's a unique mechanic that allows Muto to combine with living organisms to accomplish tasks no human could achieve". Sounds like a gameplay feature to us, but let's give him the benefit of the doubt as we check out Midway's forthcoming *Crash*

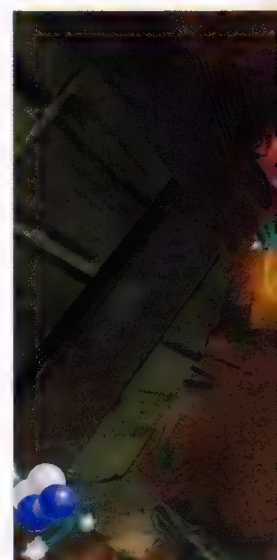
Bandicoot-with-science offering.

Redefining the image of the proverbial mad scientist, players take on the personality of Dr Muto, a very mad scientist whose latest experiment accidentally destroyed his home planet, leaving only his laboratory intact. Careless, eh?

With his ingenious morphing technology, Muto hopes to rebuild his destroyed world by harvesting resources

### Techno Twaddle

A great deal of attention has been paid to the way Dr Muto morphs into his various forms. The effects offered by his spizz gun are impressive too.





from other nearby planets while dashing through a stylised universe, encountering dangerous challenges and freakish monstrosities as he battles his arch-nemesis, the evil Professor Burnitall. How someone who just destroyed his home world can call another man evil is beyond us, but hey, it's only a game, right?

### Worlds Apart

As Dr Muto, players forge through 22 vast levels on four distinct planets. Travel from the junkyard world of Totitec to the half-drowned water world of Aquem, through the smog-choked skies of Flotos and finally, the forbidden mines of Mazon. Armed with his newest invention, the splizz gun, Dr Muto morphs himself into a variety of DNA-spliced

creatures including an alien spider, miniature mouse and



hulking gorilla. It seems this particular invention works better than the one that blew up his planet. By morphing, Dr Muto gains each creature's abilities and physical attributes, such as the ability to cling to webs, squeeze into tight spaces and breathe underwater. All the better to crush, outwit and outlast more than ten different enemies. You can also use each world's native Gomer (genetically-engineered slaves) to trigger switches, activate puzzles and for any other purpose the mad doctor deems necessary!

Dr Muto should be with us early next year, and judging by the screenshots, it could prove a fun if derivative experience. ■



# JANE'S ATTACK SQUADRON

The planespotter's Bible spawns a Cube game...

**FIRST LOOK!**

GAME INFO		ETA
PUBLISHER	XICAT INTERACTIVE	NOV 2002
DEVELOPER	MAD DOC	TBA
GENRE	FLIGHT SIM	OCT 2002

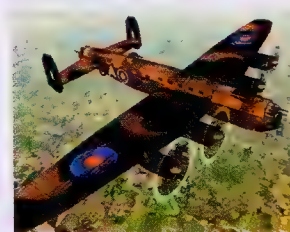


PC gamers are more than familiar with serious simulations like *Jane's Attack Squadron*, but until now, they've rarely appeared on the consoles. Seems the GameCube is making PC publishers sit up and take notice...

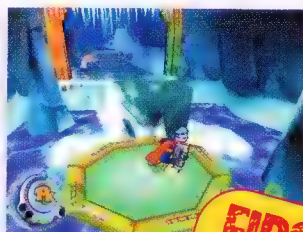
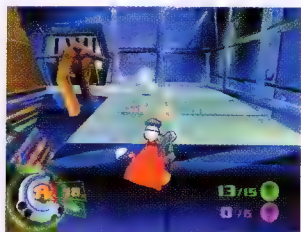
*Jane's Attack Squadron* is a next-generation World War II flight combat simulation that allows you to take control of a number of pivotal battles in the European Theatre of Operations, from either the Allied or Axis side.

The focus is on low-level

attacks of tactical targets, over ground and sea. Missions include air strikes on a wide range of targets, including warships, subs, trains, tanks, airfields and factories. Other mission types add variety, and include Patrol, Intercept and Strategic Bombing. ■



# FUTURE SHOCKS!



**FIRST LOOK!**

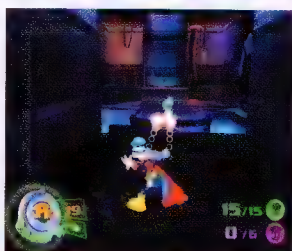
## DONALD P.K.: WHO IS P.K.?

Donald Duck returns in a new role...

GAME INFO		ETA
PUBLISHER:	UBI SOFT	NOVEMBER
DEVELOPER:	UBI SOFT	TBA
GENRE:	PLATFORM BLASTER	TBA

**B**ored with his everyday life working in Ducklair Tower as a security guard and sick of being put upon by his girlfriend Daisy, his three nephews and Uncle Scrooge McDuck, Donald Duck makes a wish to become a superhero. Unbeknownst to him, someone was listening. Computer One, a super-computer hidden in the tower, enrolls Donald as the new Superhero of the Future; P.K. PK discovers an evil race called the Evronians plan to secretly invade Earth and transform its inhabitants into slaves. You must explore four different worlds, including an underwater base, Ducklair Tower and the mothership. Use the powerful X-transformer to blast your

enemies, and discover new powers as you progress through the game including x-ray and head-hunter missiles. It's enough to make you go quackers (ouch!)...



## STUNG!

The bugs bite back...

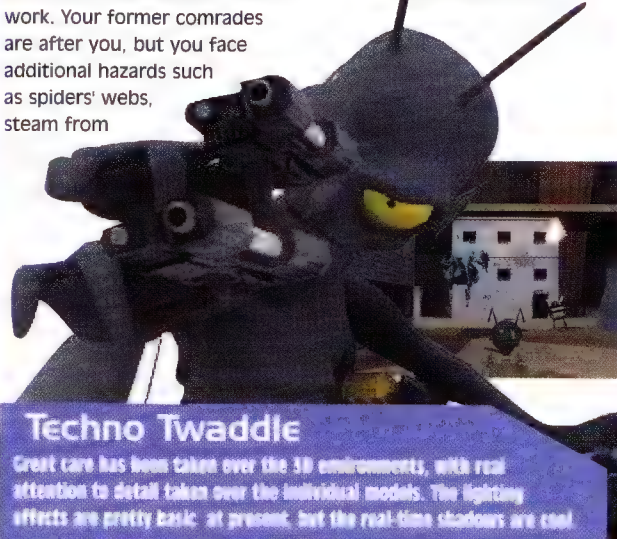
GAME INFO		ETA
PUBLISHER:	TBA	TBA
DEVELOPER:	PREY DIGITAL STUDIOS	TBA
GENRE:	SHOOT-'EM-UP	TBA

**W**ould you believe it? All through the Cold War the Yanks were breeding and training insects to fight the Russians. Small enough to be radar-undetectable, able to carry viruses, immune to most poisons and germs... Okay, it's a silly idea, but *Stung!*, a game that puts you in control of one of these warrior bugs who's escaped from the research labs after the Cold War ended, sounds like it could work. Your former comrades are after you, but you face additional hazards such as spiders' webs, steam from

boiling kettles and screaming housewives out to batter you with a rolled-up copy of *The Sun*.

As well as the 12-location main game, there's also plans for several deathmatch tourneys such as Capture the Flea and Protect the Queen. The game has yet to find a publisher so

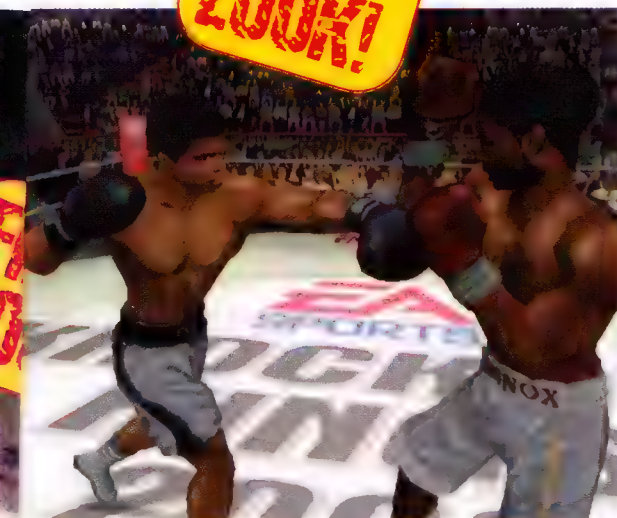
there's no release date set, but rest assured we'll let you know as soon as we find out.



### Techno Twaddle

Great care has been taken over the 3D environments, with real attention to detail taken over the individual models. The lighting effects are pretty basic at present, but the real-time shadows are cool

**FIRST LOOK!**



# KNOCKOUT KINGS 2003

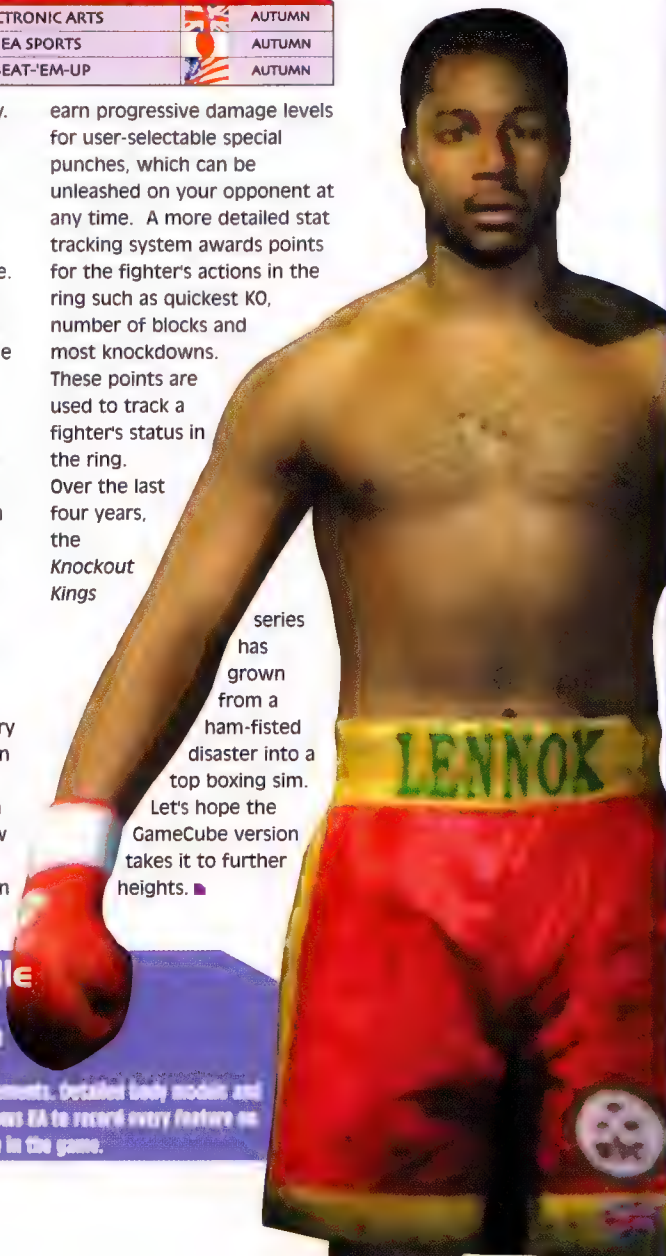
Champ or chump? It's time to get in the ring...

GAME INFO		ETA
PUBLISHER	ELECTRONIC ARTS	AUTUMN
DEVELOPER	EA SPORTS	AUTUMN
GENRE	BEAT-'EM-UP	AUTUMN

It's the same old story. Every time EA Sports launches a new franchise, the first couple of games perform poorly, with money spent on the licences rather than development time. Then, as the years roll on and new editions of the game roll out, the quality picks up as the faults are addressed. Take *Knockout Kings*. The 1999 version (on the PlayStation) was abysmal, but by the time the series reached the PS2, it was an awesome fighter, with punches slamming into faces with the force of battering rams and fluid combinations testing the mettle of recognisable prizefighters. So what will the GameCube version have to offer? For the first time in the history of *Knockout Kings*, gamers can take on opponents in elimination tournaments with untimed fighting in an all-new mode. Arcade-style boxing with a hip new feel. On-screen cues spur fighters on as they

earn progressive damage levels for user-selectable special punches, which can be unleashed on your opponent at any time. A more detailed stat tracking system awards points for the fighter's actions in the ring such as quickest KO, number of blocks and most knockdowns. These points are used to track a fighter's status in the ring. Over the last four years, the *Knockout Kings*

series has grown from a ham-fisted disaster into a top boxing sim. Let's hope the GameCube version takes it to further heights. ■



## Techno Twaddle

Motion capture brings the boxer's movements to life. Fine animation and motion blending give boxers extremely fluid movements. Detailed body models and 3D face-mapping technology allows EA to record every feature on a boxer's face and recreate them in the game.



# CAPCOM VS SNK 2: EO

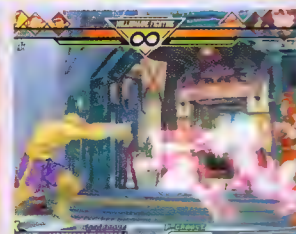
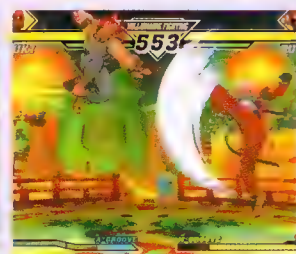
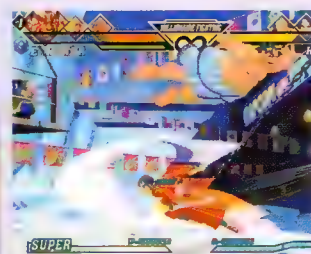
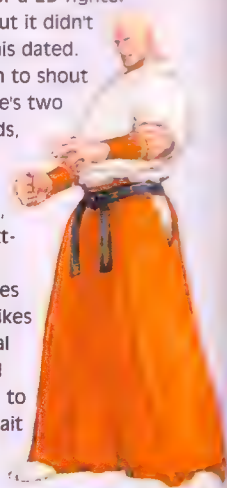
The 'EO' stands for 'Extra Offence'...

**FIRST LOOK!**

GAME INFO		ETA
PUBLISHER	CAPCOM	31ST AUGUST
DEVELOPER	CAPCOM JAPAN	OUT NOW
GENRE	BEAT-'EM-UP	16TH AUGUST

It was a Nintendo/Capcom collaboration that reinvented the beat-'em-up. *Street Fighter 2* on the SNES was the first truly modern fighter, with characters, combos and other words beginning with 'c'. *Capcom Vs SNK 2: EO* continues the saga, and combines warriors from Capcom and SNK fighting games such as *Street Fighter*, *Final Fight*, *Darkstalkers*, *Fatal Fury*, *Samurai Shodown* and *King of Fighters*. It looks set to be every bit as good as *Street Fighter 2*... Unfortunately, as SF2 was released in the early Nineties, that's not much of a compliment. And let's face it,

can we ever be complimentary about a GameCube game that looks like a SNES port? Sure there's room for a 2D fighter on the Cube, but it didn't have to look this dated. Capcom is keen to shout about the game's two control methods, the standard three-button punch and kick, and the context-sensitive easy version that uses one-button strikes and easy special moves, but will this be enough to save it? Let's wait and see... ■



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# THE LIFE AND TIMES OF



No time for chat, we've got a lot of ground to cover here as Simon charts the rise of the world's most successful videogames company...

It's hard to believe, in an industry that's barely 25 years old, that one of its major players has been in existence over a century. Nintendo was originally formed back in 1889 by a man called Fusajiro Yamauchi, who set about making money by producing playing cards. And for the most part, this is what the company made for the first 70-odd years of its existence.

During that time, they hit several major milestones which cemented the foundations of the business. In 1907, for instance, they inked a deal that ensured their playing cards were sold in every Japanese tobacco shop. In 1951, the company became formally known as Nintendo Karuta – or Nintendo Playing Cards – and eight years later they struck a licensing deal with the Walt Disney Company that allowed them to produce cards with popular Disney characters on them.



Hiroshi Yamauchi

The company changed management during this time, but always kept it in the family. Perhaps the most significant change came in 1947 when 21-year-old Hiroshi Yamauchi took charge. His ambition and drive, whilst not to everyone's liking, certainly kick-started many of the ideas that took the company to where they are today. He experimented with new products such as rice snacks, and various toys such as the Ultra Hand, which was a fairly useless hand extension device. Still, good advertising helped it shift in considerable numbers. The Ultra Machine too did well (a toy baseball game). It was in the '70s Nintendo really shifted into electronics. Right at the



Shigeru Miyamoto

start of the decade they launched the Light Beam Gun. It sold over a million, and off the back of its success, the company launched indoor shooting ranges that enjoyed much success until the recession kicked in and people's spare yen dropped. The company was hitting troubled times.

The solace came with its first videogames console, the TV Game 6, which as the name suggested, had six games built in. Nintendo wasn't the first to sell such machines, as Atari and Magnavox were already enjoying success themselves. Nintendo followed up the machine with a more powerful

Colour TV Game 15, and at the start of the '80s, a successful range of Game & Watch devices (you can get conversions of these ancient gems on the Game Boy). The success of these projects gave the company space to develop more ambitious new ideas.

Resources were pushed into the company's arcade division. The company's policy of bringing on and investing in new talent (forced somewhat by the reluctance of Japanese workers to leave their current employers) unearthed a real gem who remains at the cornerstone of the company's games development right through to the present day. Shigeru Miyamoto was quickly recognised as a talent, and given a project of his own. The fruits of his labours would ultimately become *Donkey Kong*, the game responsible for the launch of *Mario*. With follow-on arcade hits such as *Super Mario Bros*, the moustachioed one quickly established himself as the firm's mascot, and his ability to shift consoles still hasn't waned.



Nintendo Karuta (cards)

## DID YOU KNOW (1)

A Moscow study concluded Tetris improved people's driving skills by improving their reactions.



## Pay-Dirt

Nintendo really hit pay-dirt in the 1980s with the Nintendo Entertainment System.

Yamauchi was confused as to why games machines cost a lot to develop, but sophisticated calculators were so cheap. He pushed his developers until they could deliver for him a console that was not only better than rival units, but also less expensive. The strategy was simple – the hardware sells at a low price, because it's the games that reap the rewards. The Famicom – known as the NES everywhere but Japan – was the result.

Launched at a time when consoles were in decline following the demise of Atari, it was by no means a guaranteed success. Lining up against arch-rivals Sega, who had the Master System machine on the run, Nintendo played a savvy game. Thanks to heavy investment in the software and the reliance on characters who would go on to become megastars in their own right, the machine quickly swept the world.

The NES really was the making of the modern-day Nintendo, and the battle between it and the Master

System set the parameters for the console wars which are still being fought today. The key business strategy was that it was the software that made the money. Thus, Nintendo sold their console at a loss, working on the assumption that if they charged third party publishers a license fee for each game sold whilst investing heavily in games themselves, they could more than make their money back. And they were so right. The man who led the charge was the fat Italian plumber, of course, with *Super Mario Bros* selling by the millions and establishing a key character who would be the cornerstone of Nintendo's strategy even two decades later. Two further sequels were developed for the NES, with *Super Mario Bros 3* in particular widely regarded as a work of outright genius.

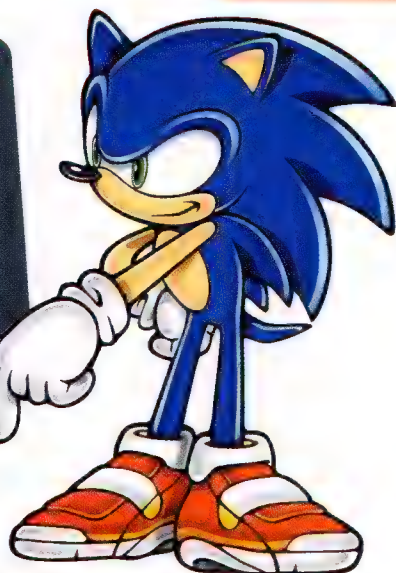
It was a great period for Nintendo, and they completely defeated the Master System worldwide. But the company also realised this was only the beginning, and the

technical limitations of the hardware meant consumer demand for an improved machine was imminent. The success Sega and Nintendo had enjoyed was attracting other players to the market too, with Atari threatening a resurgence (which would ultimately fail off the back of their Jaguar console) and Sega themselves working on a new, more powerful console. Sega



launched

the Genesis, known over here as the Mega Drive, and immediately it was clear this was a very potent threat. Launched in advance of the SNES by a good year or two, it was Sega's most popular machine ever, with its fast, frantic software far more in tune with the gamers than Nintendo's. Nintendo also had



good reason to worry about Sega's emerging mascot, Sonic, who was a faster, more frantic little fella than the more ponderous Mario. ▽



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## DID YOU KNOW (2)

Nintendo shifted 40,000 Game Boys in two days when first released in the States.



## Stepping Up

But Nintendo stepped up a gear in considerable style, cementing the success of the NES with the Super Famicom, known in the States and Europe as the Super Nintendo Entertainment System (SNES). This was a far more powerful machine, and launched with one of Mario's finest outings, *Super Mario World*. It's recently been converted to the GBA with equal acclaim, and it's arguable that this title alone helped shift hundreds of thousands of



consoles. Eventually Sega got round to releasing *Sonic The Hedgehog*, in one swoop introducing a high-profile mascot to rival Mario. At one point, Sonic was signed for conversion to other home computers, but Sega

to enjoy the dominance of the market over Sega this time around with the Mega Drive proving a big hit.

Perhaps if there's something surprising about the SNES, it's that another *Super Mario* game wasn't forthcoming. Instead, Nintendo put together *Super Mario All Stars*, which fitted the three NES Mario outings onto one cart and added a few lost levels. It was a great value package. The SNES also played host to titles such as *Dr Mario*, which played on the power of the plumber. But a full follow-on to *Mario World* wasn't forthcoming, all-the-more surprising given that an admittedly-tedious *Super Mario Bros* film was released in the Summer of 1993. What we got instead was *Super Mario Kart*, a fantastic karting title that remains one of the finest console titles of all time.

nixed the deal when they realised what they had. Sonic sold shed-loads of Mega Drives. However, Nintendo had other tricks up its sleeve, with games such as *Super Tennis*, *Pilot Wings* and more generating healthy sales. But for the next huge mega-hit, Capcom arrived with *Street Fighter II*, a game that sold for a staggering £64.99 but thanks to some canny bundling, drove the sales of another round of machines. The game was a gigantic hit, and significantly swelled the coffers of both Capcom and Nintendo. Several sequels followed, which are still being churned out to this day. Even the Mega Drive got a version in the end, and here again Capcom earned themselves a fair few pence. However, Nintendo failed



## These Key Nintendo Dates

- 1889** Fusajiro Yamauchi starts company as a playing card manufacturer.
- 1921** Name changes to Nintendo Playing Card Co.
- 1959** Start selling cards of Walt Disney characters.
- 1960** New games department set up.
- 1970** Beam Gun series of products launched.
- 1977** Starts shipping early home video game consoles.
- 1979** Arcade division formed.
- 1980** Starts selling successful line of Game & Watch handhelds.
- 1981** Launch of Donkey Kong videogame, and birth of Mario.
- 1983** The NES is released in Japan.
- 1985** Nintendo starts shipping the NES worldwide.
- 1985** Super Mario Bros arrives on the NES.
- 1989** Nintendo releases the Game Boy.
- 1990** The Super Nintendo is released in Japan.
- 1991** The SNES launches worldwide.
- 1993** Super FX chip introduced in games such as Starfox.
- 1996** The Game Boy is relaunched in a shrunk-down pocket format.
- 1996** The oft-delayed Nintendo 64 goes on sale - everywhere but Europe.
- 1997** The European N64 release finally takes place.
- 1998** Pokémon is launched on the Game Boy.
- 1998** A printer and camera for the Game Boy are launched.
- 1998** Coloured cartage for the Game Boy go on sale.
- 2000** Nintendo sells its 100-millionth Game Boy.
- 2001** The Game Boy Advance is launched across the world.
- 2001** GameCube makes its debut in Japan and the States.
- 2002** The Cube finally comes to the UK.

## DID YOU KNOW (3)

In Nintendo's distant past, it ran a hotel that rented rooms by the hour.

## Handy Stuff

But perhaps the reason a full sequel wasn't forthcoming was because by this time Nintendo was preoccupied with its latest console, the Game Boy. This was released in 1989, ultimately against tough competition from Atari and Sega. A decade later, the machine was still selling strongly, arguably making it the most successful

console of all time. But it wasn't an instant success, taking some time to become established. As expected, it launched with a good Mario game, *Super Mario Land*. This again managed to retain the compulsive playability of the franchise and sold healthily for around half a decade, even hitting the top ten in the Game Boy sales chart when the subsequent sequels were also on the

shelves. The turning point in the Game Boy's life was when Nintendo won a bitter legal battle for the rights to a Russian puzzle game. Already published on home computers by Robert Maxwell's Mirrorsoft company, *Tetris* didn't really catch on, although that was all to change when Nintendo finally acquired the rights and started bundling it with the Game Boy. Again, this turned out to be the killer app the machine needed, and it was also responsible for shifting plenty of link cables as many

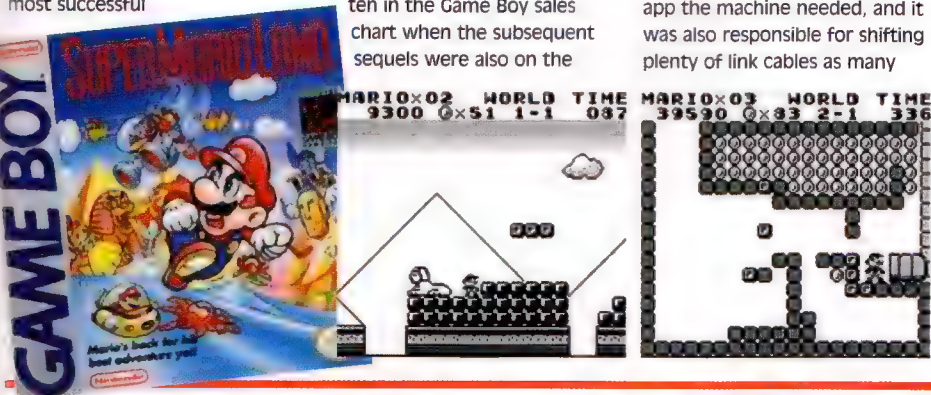


people took the opportunity to play the game in two-player mode.

Its competitors had one main advantage over the Game Boy in that both offered a colour screen. Sega's Game Gear and Atari's Lynx were both heavily promoted, and in advertisements, the colour screens of the competition certainly made them all-the-more enticing. But this came at a cost, as the battery life of the Game Gear and Lynx was significantly shorter than that of the mono Game Boy. Together with the double whammy of Mario and Tetris, this helped

Nintendo see off the threat, despite the Game Gear having a Sonic game to help it along.

As Nintendo was to discover, though, the Mega Drive was Sega's last serious threat. The quality control of the Sonic series began to lapse, and expensive Mega Drive add-ons such as the 32X and MegaCD left punters feeling ripped off by their lack of widespread support. The punters would never return to support Sega in the same numbers again, even when the company launched their vastly-underestimated Dreamcast machine in 1999.



## A New Threat

Sega was no longer the biggest threat. Home entertainment specialists Sony was soon sniffing round the console market, and announced the development of a new console, which was to become known as the PlayStation. As sales of the SNES and the Mega Drive started to slip, the hardware companies again looked to develop their next-generation machines. And for the first time, Nintendo tripped up, though Sega's Saturn suffered the most. The machine did have some fantastic games – *NIGHTS* instantly springs to mind – but sales were very, very disappointing, and Sega was pretty-much out of the next-generation console war before it had begun. The

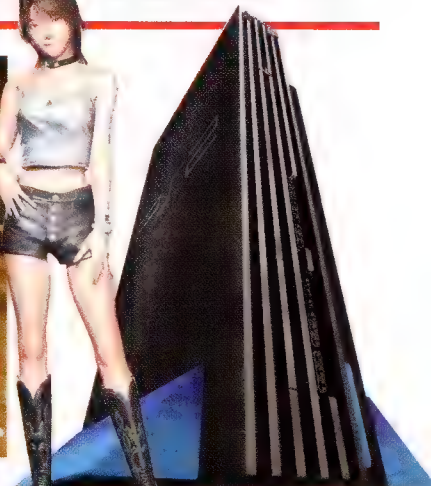
nails in its coffin were very firmly nailed by Sony, whose also-CD-based PlayStation console quickly became a huge hit. Backed by major, critically-acclaimed titles such as *Ridge Racer*, *Destruction Derby* and *Tekken*, the machine was a groundbreaking piece of hardware for the gaming industry. The irony here was Sony was working in tandem with Nintendo to create a CD drive for the SNES, but Nintendo backed out, and Sony went back into development with their work to produce its own machine.

Until the PlayStation arrived, consoles were seen more as toys for youngsters, but Sony's big success was crossing the machine into the lucrative male 18-30 market. Whilst Sony thrived, Nintendo was still working on its Nintendo 64 console. The machine was delayed, as the company waited until they had a



software line-up ready for the launch. In this time, Sony made significant inroads, and ultimately

Nintendo's decision to retain the expensive cartridge format for the N64 would cost them dear.

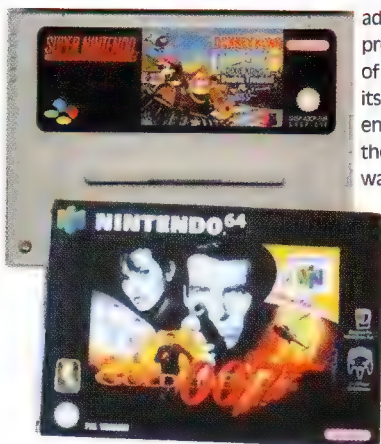


## DID YOU KNOW (4)

In the late '80s, Nintendo had around 85% share of the console market in the States.



## And in Second Place...



When the machine launched, it did still sell well, although Nintendo had to settle for second place in every territory across the world. That said, the machine had arguably some of the finest titles of all consoles at the time, if not ever. *Super Mario 64* turned Mario's world 3D, with highly addictive results. That it managed to marry both technical and gameplay achievements was all the more astonishing. *Mario Kart 64* didn't

add an awful amount to its predecessor, but was still one of the most addictive games of its time. But for many fans, not enough games were getting to the shelves. The PlayStation was flooded with many sub-standard releases, but users still felt there was a sizeable software base to choose from. Nintendo continued its stringent quality control policies, and this meant months would go by without any notable new release. However, those dissenting voices were

silenced with two titles that even now rate as two of the best games of all time. Rare had already developed hit games such as *Donkey Kong Country* for Nintendo, but they've arguably never bettered their *James Bond* tie-in, *GoldenEye* (although the pseudo-sequel *Perfect Dark* came close). And Nintendo themselves built on one of its own franchises with

the astonishing *The Legend of Zelda: Ocarina of Time*, another hit for Shigeru Miyamoto. Excellent though they were, the PlayStation was still winning.

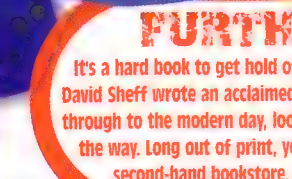
But if the N64 was faltering, solace came in the shape of the Game Boy, which continued to bring home the bacon

on its way to becoming the most popular video game platform in history. Having shaken off the threat of Atari and Sega, Nintendo enjoyed dominance in the handheld sector, and continue to do so to this day (with only the underrated Neo Geo Pocket – which itself had a *Sonic* game – going up against it). But the reason for its success wasn't just the lack of competition, for Nintendo was savvy enough to continue investing in quality software for the machine. The big hit that would carry the unit through the last few years of the '90s almost single-handedly was *Pokémon*. Not since Mario had Nintendo enjoyed such success with a franchise, and the games sold in enormous quantities in all territories across the world. That *Pokémon* also spawned a collector's craze, several hit movies, a cartoon series and

umpteenth other spin-offs didn't do any harm either. Franchises such as *Pokémon* also pushed the Game Boy Color, launched in 1998, which enjoyed limited colour capabilities but again

gave the machine an extra burst, with sales doubling within a year.

The more modern-day antics of the company are well known. The Game Boy Advance has launched to major success. The Cube, whilst not topping the PS2, is holding off the threat of the Xbox and establishing a sizeable user base.



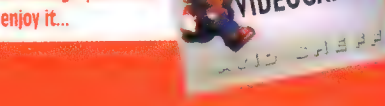
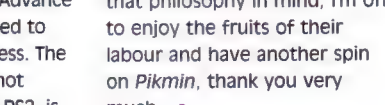
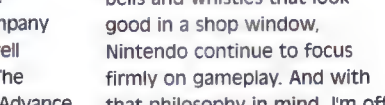
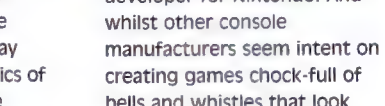
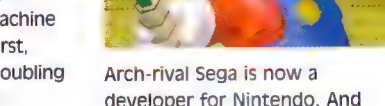
umpteenth other spin-offs didn't do any harm either. Franchises such as *Pokémon* also pushed the Game Boy Color, launched in 1998, which enjoyed limited colour capabilities but again

gave the machine an extra burst, with sales doubling within a year.

The more modern-day antics of the company are well known. The Game Boy Advance has launched to major success. The Cube, whilst not topping the PS2, is holding off the threat of the Xbox and establishing a sizeable user base.

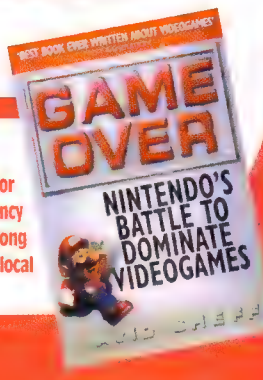
Arch-rival Sega is now a developer for Nintendo. And whilst other console manufacturers seem intent on creating games chock-full of bells and whistles that look good in a shop window, Nintendo continue to focus firmly on gameplay. And with that philosophy in mind, I'm off to enjoy the fruits of their labour and have another spin on *Pikmin*, thank you very much...

**Simon Brew**



## FURTHER READING

It's a hard book to get hold of, but it's certainly worth the effort. In 1993 author David Sheff wrote an acclaimed tome charting the history of Nintendo from infancy through to the modern day, looking at some of the ferocious battles it fought along the way. Long out of print, your best way of finding it is to look through your local second-hand bookstore. Find it, though, because you will enjoy it...



# REVIEWS

ALL THE LATEST GAMECUBE GAMES REVIEWED AND RATED...



## 44 ETERNAL DARKNESS: SANITY'S REQUIEM

△ This Simon reckons this chilling psychological thriller is the best GameCube game to date. Find out why on Page 44.



## 50 WWE WRESTLEMANIA X8

△ The Cube's second bone-bender is better than the first, but that's not saying much. Is it worth buying? Check it out on Page 50!



## 56 BOMBERMAN GENERATION

△ It's a welcome return to 2D for the Bomberman's first Cube offering, but is it a blast? We blow it wide open on Page 56...

### SCORES GUIDE

**90+%**

A top-class game that sets the standards for the genre.

**80+%**

Fine fun to play, but falls short of all-time classic status.

**70+%**

Still fun to play, but significant flaws are creeping in.

**60+%**

An average game with little to commend or condemn it.

**50+%**

Do its flaws outweigh its strengths? The jury's still out...

**40+%**

OK for an hour or two, but not if you've something better to do.

**30+%**

Very little fun at all, and not even worth renting.

**20+%**

After ten minutes, you want to switch it off.

**10+%**

At this level or below, the game is damned-near unplayable.

### GC EXCLUSIVE!

Games which only appear on the GameCube, and no other console, computer or arcade machine, are stamped 'GameCube Exclusive'. Just so you know...

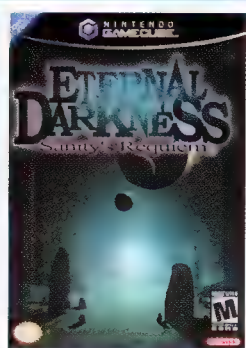
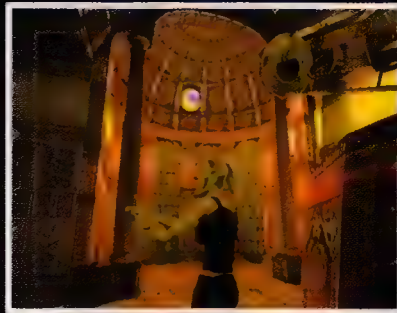
### G-FORCE RECOMMENDS

Only the best games get the G-Force Recommends award! To carry away this illustrious prize, they have to score over 90%, and we don't give scores like that lightly...

# REVIEWS

Eternal Darkness: Sanity's Requiem	44
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ZooCube	54

Bomberman Generation	56
Pac-Man World 2 (import)	64
Smashing Drive (import)	65



**DAMAGE:** .....£39.99  
**ON SALE:** .....October 2002  
**PUBLISHER:** .....NINTENDO  
**DEVELOPER:** .....SILICON KNIGHTS  
**TYPE:** .....ACTION ADVENTURE  
**NO OF PLAYERS:** .....1  
**MEMORY CARD:** .....15 BLOCKS  
**RUMBLE:** .....YES  
**ONLINE:** .....NO  
**GBA LINK:** .....NO  
**ON THE WEB:** .....www.eternaldarkness.com

**FILE ALONGSIDE:** .....RESIDENT EVIL (91%)

## ETERNAL DARKNESS: SANITY'S REQUIEM

**G-FORCE RECOMMENDS**

Meet the game that lifts the GameCube out of puberty and into full-grown adulthood. Simon makes the journey too...

**N**intendo, the sceptics said, is for kids. The Cube? That's the one for younger gamers who want cartoony graphics and cutesey games. The signing of *Resident Evil*? Just a token gesture to keep the older players happy. *Eternal Darkness* is the game to silence the sneers. This very moment the Cube comes of age, breaks out of the confines of the numerous stereotypes critics have encased it in, and proves our machine is

capable of mature, intelligent games that don't have moustachioed plumbers in them. Ladies and gentlemen, meet not only the best Cube game of the year, but the best game on any format so far this year, bar none. And it's going to take some beating...

### It's Not Resident Evil!

At first glance, *Eternal Darkness* is easily mistaken for another game from the tired production line of *Resident Evil* clones, mixing elements of exploration and

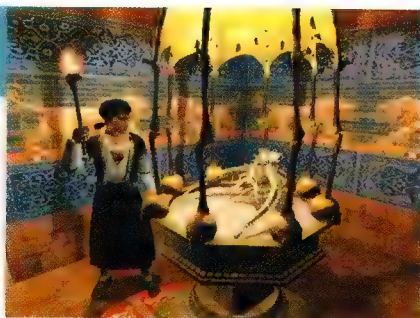
### The Sounds

If the graphics in *Eternal Darkness* are to be praised for their excellence, the sound too deserves the limelight. Backed by a dark, unsettling background score, the tones of the music happily fluctuate in time with the on-screen action, and complement superbly the in-game music. Well, even the voice acting sounds natural. A real achievement, and a worthy testament to the power of the Cube.

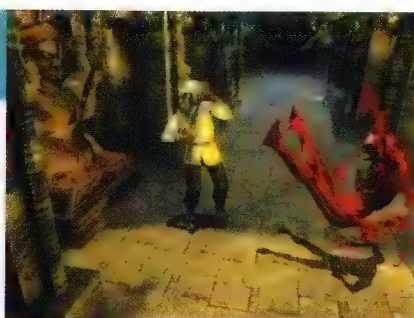
*"The devil really is in the detail here..."*

Just as it's not as important at the very start of the game, while you get in the habit of checking off your objectives to keep your sanity in check.

## FIRST TIP



battling as you progress through the various secret-filled locations. But Nintendo bill this as a psychological thriller. Intricate with its narrative and involving with its storyline, the game brings together several characters throughout various periods of time, each of whom have their lives ripped apart by things they see but can't comprehend. Predictably, there's a sinister truth behind



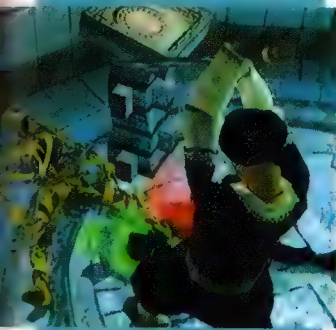
it all, which goes back a time long before humanity. Back then, the universe was in the hands of another race, which over time was gradually driven into hiding to regain its strength and to wait for an opportune time to resurface. These Ancients, as they're known, defy known science. And not to put too fine a point on it, they're waking up.

This story in itself is potentially a great big pitfall for the game. After all, haven't we heard all this guff about the universe being taken over before? Ah yes, but *Eternal Darkness* – like all good thrillers – wisely switches its focus to the characters, as each of them (particularly in the early levels) learns about the foe they're up against. It's cleverly done too. For the most part, the structure is held together by Alexandra Roivas, stuck in a big mansion and looking for answers regarding the sudden and disturbing death of her grandfather. She's the contemporary character, a university student who's the first to uncover *The Tome Of Darkness*, a book each of the characters must discover and digest. The book provides the structure of the game, broken down into eleven chapters (which form the levels), thus allowing the action



**"This is a title for those who love their games, and who want to invest time in a meaty, long-lasting challenge."**

▽ That green meter in the top-left corner is your sanity. It's a meter that can be replenished by...



## The Baddies

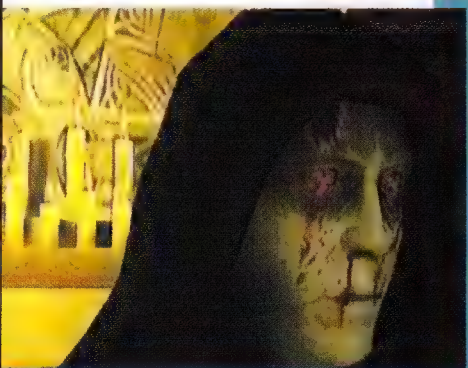
Your enemies take many forms, and require different approaches to beat. In the early levels, the standard enemies are weak, and can easily be beaten by the simple using of a blade. They do have a habit of grabbing you, from behind (insert your own crude gag here), but they're easy enough to wrangle off. As the game moves on, the enemies become more sophisticated, and you need to be aware of what their weak points are, what weapons they're most susceptible to, and where they're most likely to be found. And that's it from us. Some of them are... *creaky*... *huh*...



to take place in flashback for the most part.

Furthermore, the story reeks of detail. As the game's characters – of which you can read more elsewhere in this review – exists in different times, but very often the same locations are encountered, albeit with differences you need to be aware of. For instance, in 2000AD, Alexandra finds a door in the mansion which is notable by its absence in 1760, when her distant relative Maximilian is exploring the same area. The devil really is in the detail here, and it's enhanced more by the depth of thinking and high production values that bless *Eternal Darkness*.

Avoiding the need for lengthy cut scenes and waffle-filled introductions, the game gets its story set-up over with quickly too, throwing you into action very early on. Sure, the first few levels continue to set the scene, but they also let you play the thing and get the feel of it quite quickly. Within the first three chapters, you encounter a range of puzzles, enemies, skills and traps, and they prove a valuable education for what lies ahead. That's not to say these stages are a pushover – far from it – but they do serve as an excellent entry point in the game. ▽



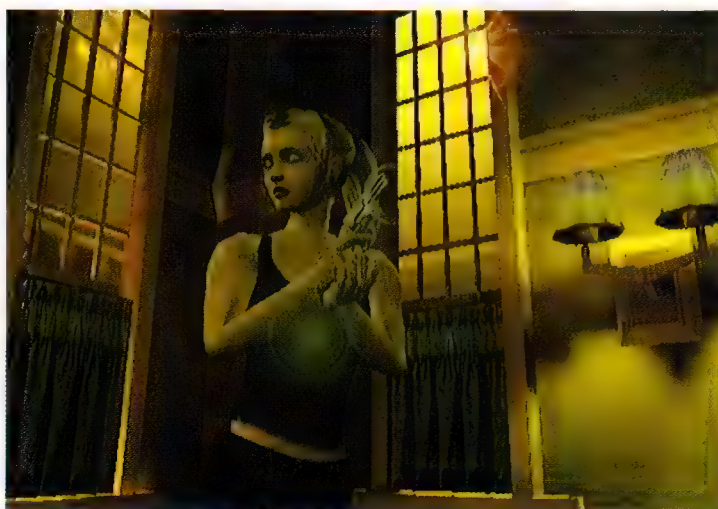
Whilst you're not quite hand-led through these early stages, you're given hints and advice to get you into the swing of things. They also give a clear indicator of how the game progresses, edging the story along at a pace that keeps you desperate to know what's happening next, whilst not rushing things along and letting the numerous twists out of the bag too early.

## It's Fighting Talk!

*Eternal Darkness* demands a gamut of skills of the player. At heart, it's a very sophisticated adventure game, but it also

necessarily the best way through.

Combat is helped though by a targeting system which can be a little fiddly at times, but does even things out somewhat. Using the right shoulder button, you can target the closest enemy to you, and by releasing slightly and then pressing again, you can target the next. Also, by using the left analogue stick, you can target a different part of the enemy. This is important, as some baddies have areas where they're particularly vulnerable. In the heat of the action, this doesn't quite work as well as you'd like, as

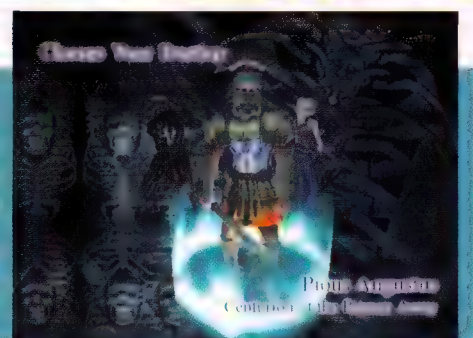


***"Eternal Darkness is a huge game that we've barely been able to scratch the surface of here."***

requires a healthy slice of combat too. Even this side of things requires a bit more thought, as hacking and slashing through the earlier creatures you encounter is no trouble. But as the opposition gets smarter and tougher, the combat sections are as much about tactics. For instance, around the end of Chapter Five, you start coming up against baddies who are as proficient with magick as you are (more on magick coming up). Whilst your armoury boasts a selection of blades and projectiles, it quickly dawns on you that this isn't

## Choose Your Colour

In the second level of the game, when you're controlling Pious Aqueduct, you're faced with a choice at the end that affects the rest of the game. Basically, you pick one of three colours, and this determines the type of enemy you fight (don't panic, the game gives you more details). This also has repercussions, though, as when you make spells later in the game, you need to use them with an element. This rule also has a colour, and in the game certain colours beat others. Then, when you meet a baddie, they're aligned to the colour you chose at the end of the second level, so you need to gauge which colour beats them for making the most potent magick. It's a weird little colour game, but it's a lot of fun. See...



## The Cast

Throughout the game, you assume the role of several characters. And here are just a few of them...

**Alexandra Brown**  
Year: AD 2000  
Location: Washington

Also, it's a fierce, independent and intelligent 20-year-old student, who tends to be quite easily provoked. Very athletic though.



**Ella**  
Year: AD 1500  
Location: Angkor Thom, Cambodia

More like a warrior, Ella has been trained for more adventures from life. She possesses much cunning, which tends to lead her into trouble.



**Dr. Alessandro Koval**  
Year: AD 1700  
Location: Italy (Rome), USA

A really nice - don't forget him to pay it away from trouble - and a learned medical doctor, in his mid-40s, he really is a good, but he can easily perform impossible as well.



**Fina Argentea**  
Year: AD 1000  
Location: Peru

A loyal soldier of the Inca Empire, although she was down by constant fighting, a famous fighter, and making her 10th birthday.



**Kain**  
Year: AD 1800  
Location: Peru

A dark young adventurer, and a very talented warrior. Years for Kain, a woman of mystery, for whom Kain would do anything. The rest.



**Dr. Edward Koval**  
Year: AD 1800  
Location: Peru (Lima), USA

A brilliant man in his 40s, Dr. Koval is a specialist. Facing the horror of his own mind, increasing things by his 10th birthday.

often you find yourself attacked by three or four creatures and you won't get the time to implement this system properly. Occasionally, combat isn't helped either by the odd dodgy camera angle. Even so, it's worth noting that for the most part the camera works exceptionally well, very cinematic in approach but not getting in the way of the action. The developers aren't afraid to show a scene from a particularly atmospheric angle, working very well as the hallucinations kick in (and more on them later too), and for a game already soggy with the constantly-increasing river of atmosphere, it can't help but pull you into it more. But then, there are occasions when you're attacked

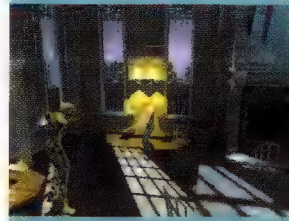
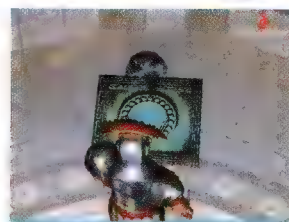
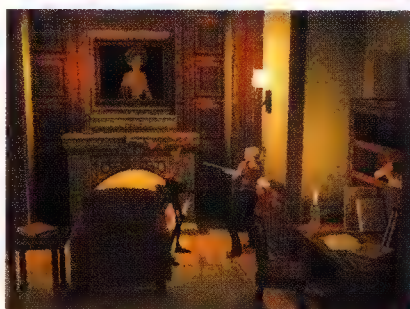
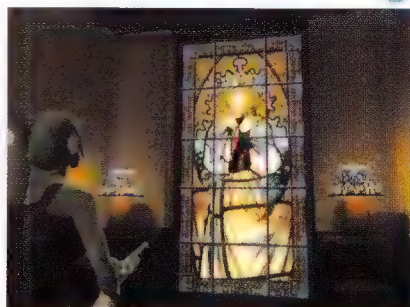
colour has one that counters it. For instance, if an enemy is using a red spell, then you need to cast a blue spell to beat it. Then green beats blue, and red beats green. There's a further twist to spells, and one that really does reward experimentation on your part. You need collect three runes minimum (which you uncover throughout the game) to create a spell, but instead of following the ones the game presents you with, you can mix your own once you decipher how they work. This is a really, really strong part of the game, particularly as spells can enchant a weapon (to make it more powerful), help you recover health, fire up protective forcefields or even summon

**"This has clearly been a labour of love, executed with a staggering degree of polish."**

whilst the camera has opted to close in on your character, for instance, and it does make things a tiny bit unfair. That said, it's tempered by the fact that when you detect an enemy presence, your character gets a flash of colour to warn you danger is on the way. Oh, and don't try and save the game whilst there are enemies in the same room - it won't let you.

### It's Magick!

In your quest, combat sits side by side with magick. You have to discover magick as you go along, and each spell has constituent parts you need to find. It's a little too complicated to explain here, but suffice to say it works very easily in practice. What makes this section of the game so strong is that it demands you know not only what spell to cast, but also what colour to align it with. The spells you can cast can be aligned to one of three colours - red, blue or green - and each

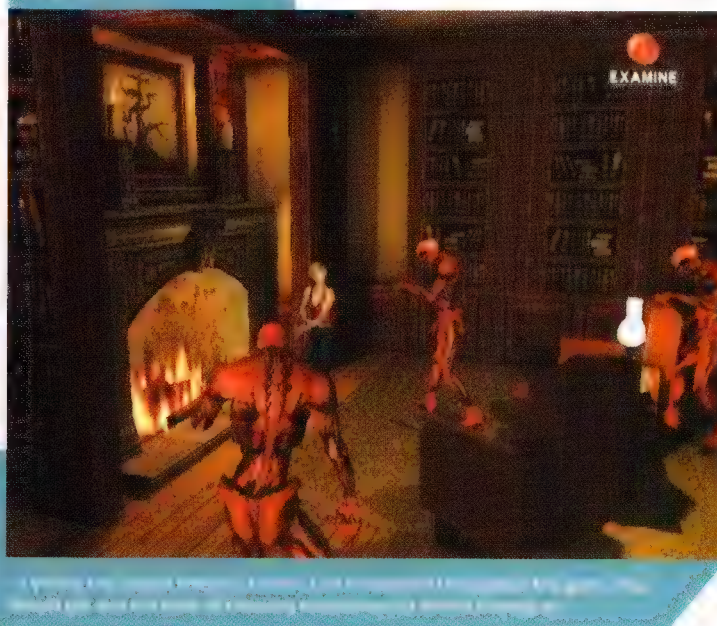


a zombie. We're not telling you any more, as there are plenty to uncover, and discovery in *Eternal Darkness* really is part of the fun.

### It's Insane!

If magick is one of the game's master strokes, sanity is definitely another. In addition to a health meter which you need to monitor, and a magick capability level (which must be at a sufficient level for you to pull off your spells), there's also a sanity gauge.

The strange goings-on (and that's putting it mildly) the characters uncover have a detrimental effect on their minds, and every time they see a new enemy, or something extra-freaky, their sanity meter goes down. And here's the rub. Once that meter is nearing the bottom, strange things start to happen which you're fooled



into thinking are part of the game. The camera angle goes wonky. Blood might start dripping from the walls. Extra scenes may appear that have no bearing on the game. Heck, the developers are even happy to throw in a few aimed at the player rather than the in-game characters. And whilst sanity can slowly be restored by 'finishing off' a dying enemy, its inclusion nonetheless continually keeps you on your toes and questioning what's happening in front of your very eyes.

## It's Puzzling!

So that's magick and combat dealt with, which leaves us to discuss the game's puzzles. This is a title that's been festering deep within the confines of Silicon Knights for many years, originally conceived as an N64 release but evolving into the powerful GC title now before our eyes. In that time, this has clearly been a labour of love, executed with a staggering degree of polish. And the game's puzzles are a clear signal of that. In the considerable time spent putting this review together, not one unfair puzzle was encountered, nor anything illogical, nasty or completely baffling.

Instead, you're provided with the tools you need to solve the problems you encounter, and the ball is purely in your

court. For instance, midway through the game, your character comes armed with an archaeologist's brush. To find this out, you need to examine your inventory as soon as you take on a new role, and then keep an eye out for the odd cobweb that could be brushed away. It's predominantly common sense stuff, which still challenges you, but never cheats you. And that's a very good thing indeed.

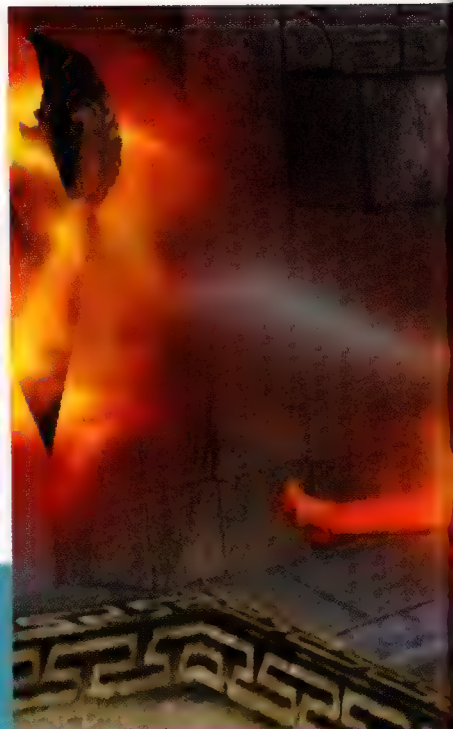
## It's Big!

Make no mistake; *Eternal Darkness* is a huge game that we've barely been able to scratch the surface of here. There are three routes through it, each of which could easily take an intensive weekend in its own right to get through, and it really is a challenge for all levels of gamer. It's a game not without weaknesses, as you'd expect from a project so wildly ambitious, although even some of these are potential positives. For instance, whilst it lumps you into the action fairly swiftly, you'd be wrong to call *Eternal Darkness* an instantly accessible title. Whilst the learning curve is fair, and when you fail the blame lies

## Traps

Some corridors you walk along have pressure pads which force a nearby habit of setting off traps. These include doors slamming shut repeatedly, knives coming from the walls, poison darts and life-sapping green gas. Most can be avoided by watching where you're walking, but for added fun, try and get a zombie to cut one off and watch them suffer the consequences. Oh, and be warned that the implications of these traps progress the dream you get into the adventure.

...about. That's going to hurt...



**"The developers aren't afraid to show a scene from a particularly atmospheric angle..."**

...a scene showing a character in a particularly atmospheric angle. Here, the game's lighting is used to create a sense of... of...



...a scene showing a character in a particularly atmospheric angle. Here, the game's lighting is used to create a sense of... of...





genuinely excellent (and certainly teaches Capcom some tricks for their *Resident Evil* games), but still that small step away from perfect. There's also the odd glitch in the combat side of things. Nothing major, and it's only because the game's standards are so overwhelmingly high throughout that these faults are even noticeable.

### It's Great.

Looking back, much of the pre-launch GC-for-the-older-gamer fuss was about *Resident Evil*. Hands up – we got that one wrong. *Resident Evil* is a cracking game, no questions asked. But when Capcom bring the next instalment of their franchise to the Cube, they've really got their work cut out. Technically, Silicon Knights have raised the standards, even though they've not opted for yet another *RE* clone.

For *Eternal Darkness* is significantly different to Capcom's titles. It's more of a slow-burning, edgy and utterly engrossing thriller than a slash-and-explore title. It boasts far more ideas for starters, and is a real gaming epic in virtually every sense. Also, it's staggering to believe that such an involving and dangerously addictive game should be married to a long-lasting challenge that leaves nobody short-changed.

Game of the year? You betcha, and by some way too. Rarely have gamers been treated to such an intelligent, multi-layered quest as this. Snap it up as soon as it hits the shelves and send a clear message to the gaming industry that this kind of thing is exactly what we want. Classics like this don't come along very often, y'see, and *Eternal Darkness* is one ride you really don't want to miss. Silicon Knights, we absolutely love you. ■  
**Simon Brew**



squarely at your feet, it can be quite daunting, especially in the early stages. And dabblers need not apply either. This is a title for those who love their games, and who want to invest time in a meaty, long-lasting challenge.

Other minor strokes in the minus column include the aforementioned camera, which for the most part is

### Chapter by Chapter

The game pulls together 12 characters in all, whom you must individually control across the levels of the game. Each level opens with you reading a new chapter, and effectively ends when you discover the next pages and start reading them. In the interim, each of the characters finds The House Of Darkness, the book that brings them up to date with the horror they face. A simple narrative device, but it works.

**"Eternal Darkness demands a gamut of skills of the player."**



### Autopsies

When in control of Dr. Maxwell Rattus, whenever you pull off a kill, you have a small window of opportunity to perform an autopsy. Once completed, you can then examine the results to find out more about your foe. Easily the most useful thing in game out of this is the fact that Rattus is good at identifying weaknesses for you to target. When you next come up against the same creature, and next second, there will be a next time.

### UPPERS

- Huge, ambitious, enthralling.
- Superb production values.
- A long-lasting, mature and sophisticated challenge.

### DOWNERS

- A few minor niggles that are barely worth a mention.

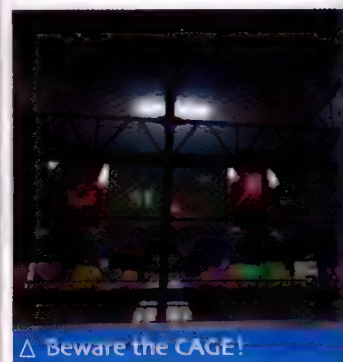
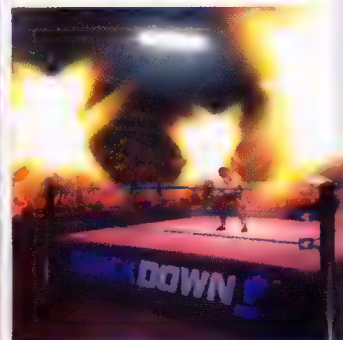
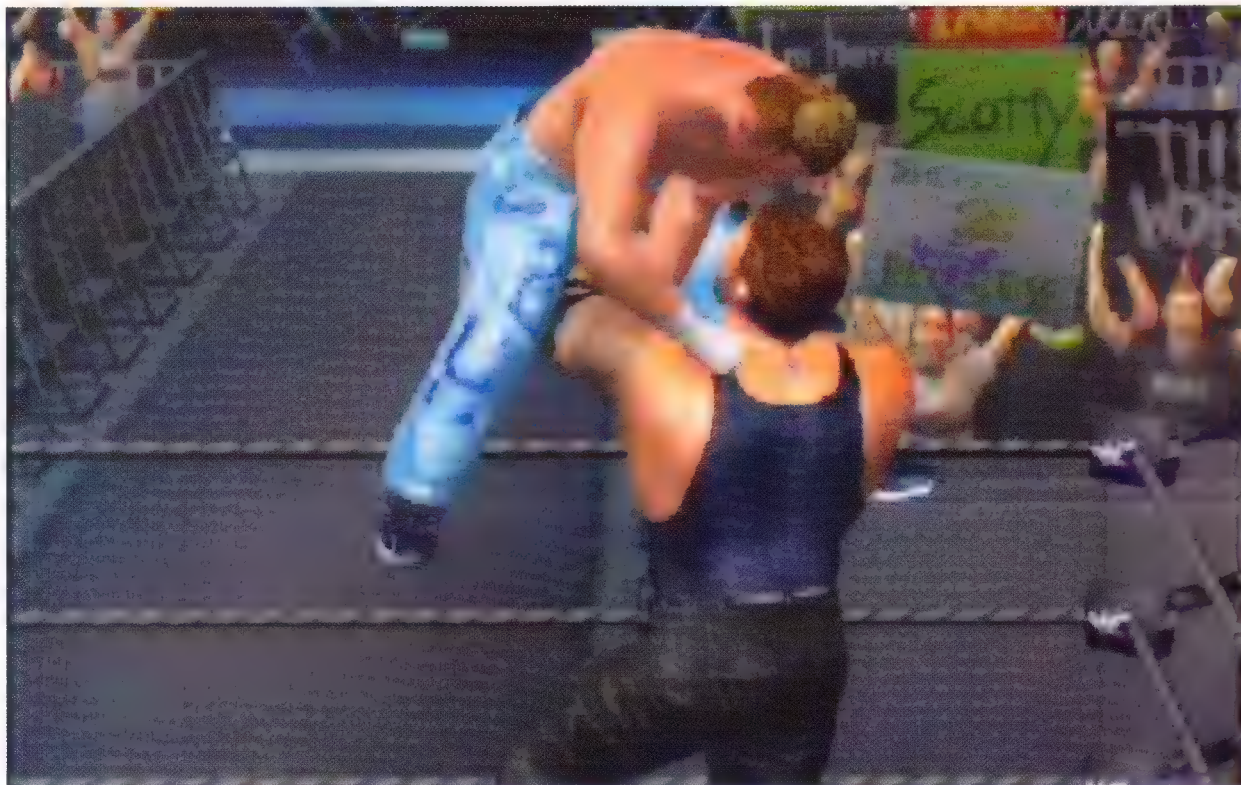
### VERDICT

A mesmerising achievement, and arguably the best single-player game on any format in ages. Ambitious, imaginative and utterly, utterly essential.

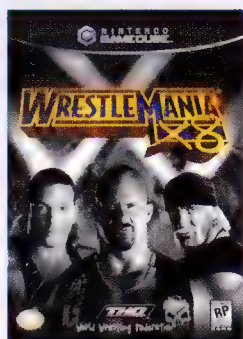
**94%**

## FIRST TIP

For matches with more than one opponent, remember CPU wrestlers attack the last person to hit them, so avoid pulling in several opponents at once.



△ Beware the CAGE!



**DAMAGE:** .....£39.99  
**ON SALE:** .....WINTER 2002  
**PUBLISHER:** .....THQ  
**DEVELOPER:** .....YUKE'S  
**TYPE:** .....BEAT-'EM-UP  
**NO OF PLAYERS:** .....1-4  
**MEMORY CARD:** .....12 BLOCKS  
**RUMBLE:** .....YES  
**ONLINE:** .....NO  
**GBA LINK:** .....NO  
**ON THE WEB:** .....  
[WWW.THQ.COM/WWW\\_WRESTLEMANIA\\_X8/](http://WWW.THQ.COM/WWW_WRESTLEMANIA_X8/)

**FILE ALONGSIDE:** ...LEGENDS OF  
 ...WRESTLING

# WWE WRESTLEMANIA X8

The N64 boasted some of the best wrestling games ever to grace a console, so can the Cube live up to the legend? Jamie has a smell of what THQ has been cookin'...

**N**ow it's no secret that I'm a big fan of fighting games, but wrestling titles are a different kettle of fish.

When done well they can be very enjoyable alternative fighting games. When done badly they're an utter pile of button-bashing cess. So which is it for THQ's Cube exclusive, *WrestleMania X8*?

Well, to be honest, neither. In an annoying blend of positive and negative

mode *Path of a Champion* and the single and multiplayer title fest, *Battle for the Belts*. Once you've selected your game type, a whole host of different matches awaits you. As well as your straightforward single and tag matches, handicap matches, triple threat matches, four-way matches and even Royal Rumble and Battle Royal matches feature. But it's the different match styles that really add

to the outside of the ring and the ability to climb the outside of the cage and continue the carnage on the roof! There is nothing more satisfying than that neck-

**"The main grapple system lacks any sort of depth whatsoever."**

points, *X8* is a decent enough title, but not one which is going to win over the gamers who aren't big wrestling fans. Here's why...

Once you're past the intro FMV footage, *X8* offers three main game types: your one-off exhibition match, the career

the colour, with everything from hardcore matches with chairs, bats and bins, to ladder and table matches, right through to cage matches and the truly awesome Hell in a Cell match! Here you have to use your opponent as a battering ram to break through the cell walls, giving you access

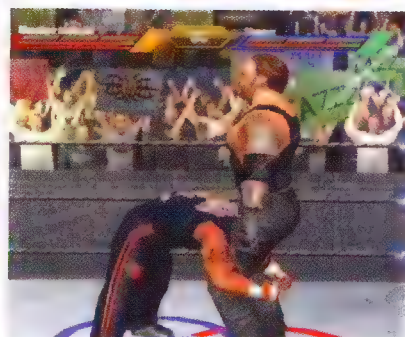
## Time to Play the Game

The key to the game really lies in the reversals system. Your two shoulder buttons control your counter moves, both with grapple and striking attacks, so being able to time when to press them well is vital. In fact the whole game is really down to timing, as once your opponent shakes off your last attack there's very little margin for error as you try and get your next move in before he takes the upper hand. This means there's a reasonably high level of skill required to really master the game, as well as a good understanding of the game engine.





< Table-elastic tag-team action!

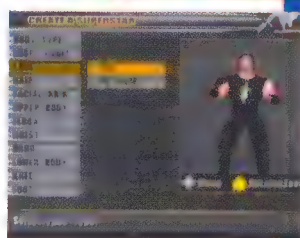


## Create a Lamer

The Create a Superstar option in X8 is a major missed opportunity. Sure you can adjust every aspect of your wrestler's physique, and set their wrestling style and move list, but the amount of clothing and general appearance options are poor. The selection of different gear to choose from is woefully uninspired, leaving you very little room for creativity and flair. Jeans, T-shirts and spandex in different colours. We've seen it all before.

those front grapples, those five different attacks quickly become very, very boring.

The gameplay is also not without its flaws. The need to have multi-use buttons has not been implemented as well as it might, meaning that an attempt to Irish



Oh yeah baby - this is the stuff of dreams!

breaking signature move that sends your opponent right through the cell roof and down onto the canvas below!

**"Fantastic multiplayer action and a huge variety of different match-ups."**

## Let's Get Ready to Rumble!

Unfortunately the control system isn't anywhere near as impressive. Responsiveness is good, and there are plenty of different ways to attack your opponent including reversals, weapon attacks and Irish whip attacks, but the main grapple system lacks any sort of depth whatsoever. Some people may like a quick arcade-style grapple system, but for me five different attacks when facing or behind an opponent just isn't enough. When you consider at least half of any damage you deal in a given match will be via grapple attacks, and the lion's share of

whip your opponent can often end up making your wrestler run instead. This is a major sticking point that leads to intense frustration and can cost you matches. Your ability to interact with weapons and other items is similarly hampered, it being not uncommon for your attempt to pick up that nearby chair actually resulting in you flipping your downed opponent over.

## Ooh I Like Your Tights!

One of X8's major selling points is its presentation. The player models may be a little blocky, but overall they do a very good job of faithfully representing the superstars, something which is aided by

some truly impressive and dramatic ring entrances. All the real entrances are here, complete with licensed music and signature fireworks. The audio, however, is nothing to write home about. With the exception of the ring entrance tunes, the soundtrack is very bland and totally uninspired. Well, after reading this you've probably got a rather negative impression of the game. To be honest it's not really as bad as it sounds. X8 does have a lot to offer, including fantastic multiplayer action and a huge variety of different match-ups. However, its bad points stop me from being able to recommend it to anyone other than wrestling-game fans. ■

Jamie Wilks

## UPPERS

- Forty-two different superstars.
- Loads of match types.
- Nice presentation & entrances.

## DOWNERS

- Very limited grapple system.
- Control and gameplay flaws.
- Poor 'Create a Superstar' option.

## VERDICT

If you can get along with the simplistic grapple system and control system problems, this is fun to play. If you're looking for a deep wrestling game, wait for something better.

**69%**

Don't forget to add new cards to your deck on the World Map before you enter a level, or you can quickly be in trouble.



# LOST KINGDOMS

It's been a bit of a wait for the GameCube's first RPG, and *Lost Kingdoms* is not exactly the conventional title some hoped for. Jamie takes a look...

If there's one thing I can't stand, it's a ruddy great black mist floating about killing people and the like. Unfortunately, that's precisely what's going on in *Lost Kingdoms*, and with the king long overdue in his quest to sort things out, it's up to Princess Katia to grab her magic cards and save the world.

Those of you hoping this would

summoning various monsters and weapons to do your bidding. In *Lost Kingdoms*, this all takes place on a real-time battlefield where your enemies chase you around trying to detach your limbs rather than politely waiting for their turn.

## Get Lost...

The game mechanics themselves are

**"A well presented and well put together game..."**

blossom into a dramatic and involving RPG plotline are in for a major disappointment. The plot in *Lost Kingdoms* only serves to justify what's going on in the game, and never becomes that interesting or involving. This is the first reason why *Lost Kingdoms* isn't a conventional RPG at all, and perhaps fits more comfortably in the 'action and adventure' category. Reason Two is the combat in *Lost Kingdoms* is all in real-time. The main game mechanics are instantly familiar to anybody who's played a real-life fantasy card game such as Magic; you assemble a deck of cards with varying strengths and weaknesses, and use them to attack your opponents by

simple; you use the control stick to wander around the level, and interact with items and people with the 'A' button. Get in a scrap, random or otherwise, and the map shrinks temporarily to your immediate surroundings until you vanquish your foes or die trying. Each of the four main buttons on the controller now corresponds to a different card from your deck. The cards are selected randomly, so it's necessary to have your wits about you and be able to change your tactics on the fly to stay alive. It's not enough just to blast away, as each attack uses up magic power. How do you get more magic power? By picking up the stones which your vanquished foes

## The Ace of Spades

The cards fit into three different categories. First up are your basic weapon cards which deliver an attack in the direction you're facing each time it's used. These cards can be used multiple times before they're spent. Next up are the independent cards, which are traditional monster-summoning attacks that leave an independent monster on the battlefield to attack your enemies. Lastly are the powerful summons cards, single-use monster-summoning attacks which attack once in the direction you're facing. Additionally each different card has an element attached to it, which governs how that attack does damage. Fire-based attacks are most effective against wood-based enemies, but next to useless against water-based foes. You get the idea. Keeping your eye on what type and element of attack your cards are is the key to success in the heat of battle.



△ Dozens of cards to discover.



**DAMAGE:** .....£39.99  
**ON SALE:** .....OUT NOW  
**PUBLISHER:** .....ACTIVISION  
**DEVELOPER:** .....FROM SOFTWARE  
**TYPE:** .....ACTION / RPG  
**NO OF PLAYERS:** .....1-2  
**MEMORY CARD:** .....2 BLOCKS  
**RUMBLE:** .....YES  
**ONLINE:** .....NO  
**GBA LINK:** .....NO  
**ON THE WEB:** .....WWW.ACTIVISION.COM/GAME  
**FILE ALONGSIDE:** .....NONE YET





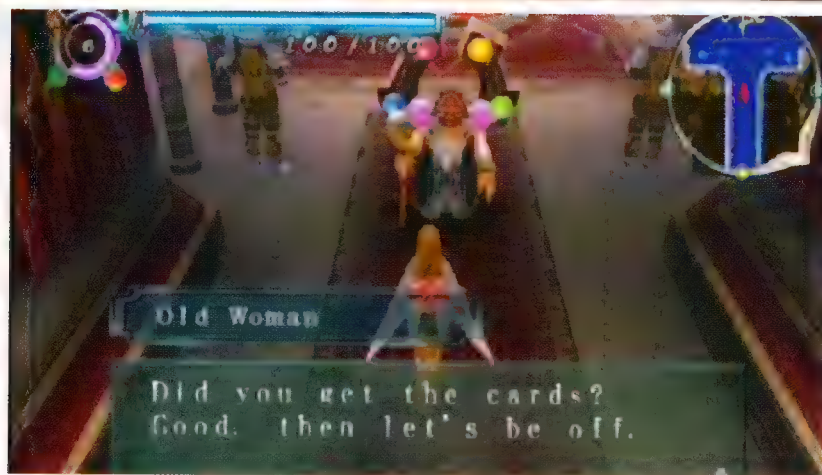
△ A graveyard, eh? I smell skeletons...



△ Nice visuals.



△ Intense real time battles.



**"This is a game which is hard to recommend."**

leave behind. This often means having to put yourself in a dangerous position to grab the stones needed to be able to fight back. Tricky, eh?

The game basically comes down to good management of your deck of cards. You can only take 30 cards with you on each level, although new cards you find can be added to your deck once some are used up at thoughtfully-placed save

points. Take the wrong cards with you, like getting caught out with a sudden glut of earth elementals when you've left your wood attacks at home, and it's night-night little princess. Unfortunately the only way to really know what cards to take is by having already tried to work through the level. The same is true with knowing where to go and what to do, and with numerous random battles taken into

## Lost Camera

Lost Kingdoms uses a semi-user-controllable camera system with four view angles and three zoom depths. Whilst this may sound good, I do wish complete 360-degree control was given to the player rather than set angles and points which can sometimes leave you searching for the right angle. Also, camera repositioning is often necessary in fights to keep view of your enemies, but can serve to totally disorientate you once the battle is over. Something which isn't welcome at all given the need to not wander in the wrong direction and into additional random encounters... Oh for a compass!



account, lack of direction often means using up lots of cards and ultimately running out at a crucial point. Trial and error can be a very ugly thing, and here it leaves you feeling frustrated and totally sapped of all motivation to go through the level again.

## Good Lookin'

Lost Kingdoms may be a well presented and well put together game, but nothing can hide the fact that it certainly isn't what RPG gamers have come to expect. With a rather shallow and unengaging plotline and repetitive, frustrating trial and error gameplay, this is a game which is hard to recommend. The natty two-player Battle Mode is a welcome addition and goes some way towards saving it, and I can't help feeling impressed by its originality, but this is definitely a game you should try before you buy to see if you get on with it. ■

**Jamie Wilks**



## UPPERS

- Very original.
- Nice presentation.
- Cool two-player mode.

## DOWNERS

- Repetitive gameplay.
- Trial and error progression.
- A bit easy and quite short.

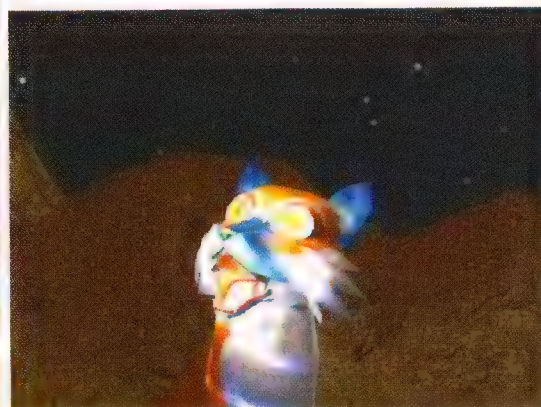
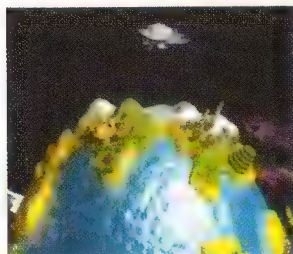
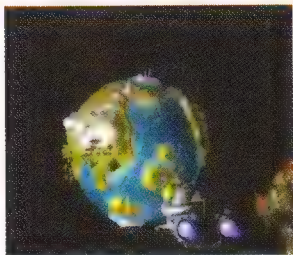
## VERDICT

A mixed bag. Very original and presented well, but ultimately its repetitive trial-and-error gameplay and lack of decent storyline let it down.

**72%**

## FIRST TIP

Good point for 'T' to accelerate a cube. It's moved to the face. It's fast then to rotate and only in accurate only.



**DAMAGE:** .....£39.99  
**ON SALE:** .....OUT NOW  
**PUBLISHER:** .....ACCLAIM  
**DEVELOPER:** .....PUZZLE KINGS  
**TYPE:** .....PUZZLE GAME  
**NO OF PLAYERS:** .....1-4  
**MEMORY CARD:** .....2 BLOCKS  
**RUMBLE:** .....NO  
**ONLINE:** .....NO  
**GBA LINK:** .....NO  
**ON THE WEB:** .....WWW.ZOOCUBE.NET

**FILE ALONGSIDE:** .....NONE YET

## ZOOCUBE

Taking your 'Cube to a zoo might sound like fun, but what if an elephant sits on it? Jamie checks out Acclaim's cunning solution (which is as bonkers as this intro)...

**Z**ooCube's a very entertaining and original idea, if a very strange one. Aliens have turned all the animals in the world into weird cubes, and it's up to you and your trusty ZooCube to save them. The game format is similar to *Columns* and other puzzlers of that type, but adds in a 3D environment and engine. Oh, and zoo animals. Arf arf.

come at you pretty slowly, making matching them up a simple affair. However, the pace quickly picks up and new animals are introduced thick and fast. Before long your reactions must be very snappy and your ability to think in 3D spot-on to stay in the game. As things toughen up and you're dealing with more varieties of animal than there are faces on

lock an animal to the face it's currently heading for, and accelerate it toward your cube, allowing you to carry on playing and give you more time to line up your next match. And if things get really tricky you can hit that 'Z' button to use up one of your smart bombs and clear the top animal from each face.

**"ZooCube is very addictive and both satisfying and fun to play."**

It works something like this: your ZooCube sits in the middle of the screen looking all technological, and animal cubes come floating toward it from three different angles. Your job is to rotate the ZooCube and stack the animals up in groups, two touching identical animals being freed up and released. Stack over five animals on one axis and it's Game Over. Sounds straightforward? Well it is, but it's damn tricky too.

### Cube Control

To start off there are only a few different animals to deal with, and they

your cube, the shoulder buttons come into play to juggle the order of the animals already stacked, thus allowing you to match animals with those buried under others.

Once you really start to get to grips with things, the 'A' button can be used to

### Zoo Boy

It certainly takes some getting used to, and just being able to think in 3D and rotate the cube the way you want isn't easy at first, but once you get your head round it ZooCube becomes very instinctive, reactionary and surprisingly satisfying to play. Being able to tap on the 'A' button to accelerate one cube, rotate, juggle, then accelerate another, before rotating and accelerating a third, all before the first one has even touched

### ZooBoy

ACCLAIM IT'S ALSO BRINGING TO A REPRISAL OF ZOOBOY FOR THE GBA, REMADES DOWNHILL IN 2001. It may not be able to deliver the same level of presentation as its original brethren but the game is all there. It's a nice little diversion opportunity for GBA fans up across the board. Take it all, but the GBA version is still worth a look for those who prefer going to the zoo.





**PUZZLED?**

## Blind Knockout

Get a contact sport for the money amount, but ZingZa's extra single-player game mode. Once you've completed a few levels to Classic Mode, all the items are available, plus the items are shuffled out once you've finished them to give you, making matching items up over time. Just up a bonus mode, a get-over-the-top of this next after more levels up against the clock, similar to the Classic Mode time game. Further progression is Great! Only which that fastest mode and then you're really in for a real test!

1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 2680, 26

presentation department. Visuals and audio certainly aren't the most important part of any game, and puzzle games even more so, so *ZooCube's* somewhat blocky visuals and average, if entertaining, audio are adequate enough. Each level has a different location and suitable backdrop, complete with sunrise and sunset as the game progresses, with cut scenes in-between them.

As each animal is freed it pops its head up and moos or whatever at you, which is thoroughly entertaining, especially when you're freeing one every other second. Similarly amusing tunes bop away in the background, from ambient grooves to Rastafarian beats and help the whole thing move along nicely.

With a handful of game mode variations, including a co-operative mode for two players and a competitive mode for up to four, not to mention extra levels and animals to unlock, *ZooCube* is a very enjoyable and original puzzle game with a lot to offer. **D**

**Jamie Wilks**

down, is a super-cool feeling and a natty way to impress your mates. Especially when you can then

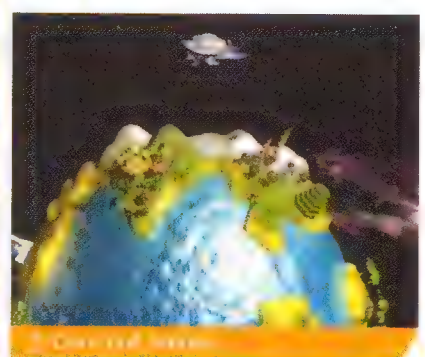
collecting the icons left behind when you accelerate an animal, before landing that bonus weapon to clear your cube and open up the bonus stage!

Okay, so all things considered, once you know what's going on *ZooCube* is a pretty straightforward game, but that's not a bad thing with puzzle games. The

***"ZooCube is a very enjoyable and original puzzle game with a lot to offer."***

reap the bonus  
points for

important thing with ZooCube is its very addictive and both satisfying and fun to play. Nor does it disappoint in the



# UPPERS

- Very original.
- Fun to play.
- Addictive.

## DOWNERS

- **Simplistic.**
- **Presentation could be better.**

## VERDICT

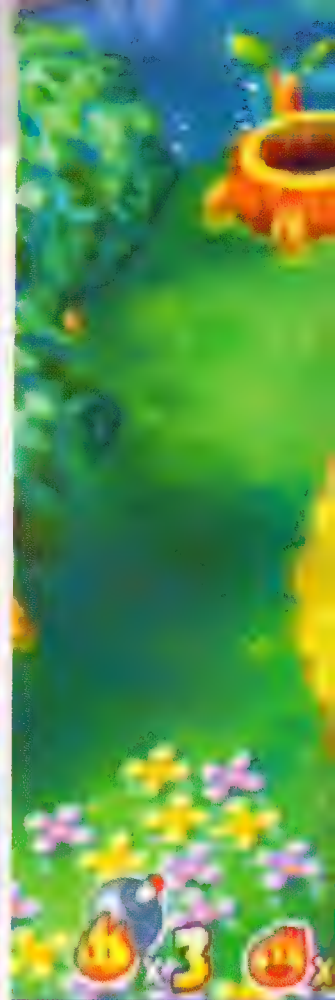
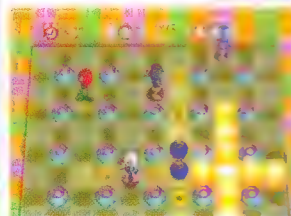
**ZooCube is a very original idea and a fun-to-play, addictive puzzle game. It won't convert all non-puzzle gamers, but most will get something from it.**

82%



## FIRST TIP

For Charabomb battles, use a contrasting Charabomb if you have one, i.e. a water Charabomb against a fire one.



△ Use big bombs for maximum damage!



**DAMAGE:** .....£39.99  
**ON SALE:** .....1ST NOVEMBER  
**PUBLISHER:** VIVENDI UNIVERSAL  
**DEVELOPER:** .....HUDSON SOFT  
**TYPE:** .....ACTION GAME  
**NO OF PLAYERS:** .....1-4  
**MEMORY CARD:** .....3 BLOCKS  
**RUMBLE:** .....YES  
**ONLINE:** .....NO  
**GBA LINK:** .....NO  
**ON THE WEB:** .....WWW.MAJESCOALES.COM

**FILE ALONGSIDE:** PIKMIN, SUPER SMASH BROS.: MELEE

# BOMBERMAN GENERATION

Bomberman makes his explosive debut on the Cube in Bomberman Generation. Jamie finds out if it's as good as the SNES classic...

**W**e've all heard of Bomberman, right? Hudson Software's flagship title has had an outing on just about every platform since the NES, from Commodore Amiga to SNK, Neo Geo to Game Boy, not to mention its classic SNES port. What's more, it's delivered an addictive blend of challenging yet simple gameplay every time (with the possible exception of the N64 version). So, is it more of the same for the GameCube version, which would by no means be a bad thing, or have they even improved on the established formula?

Hige Hige bandits and your arch rivals, the Crush Bombers. Along the way you meet, collect and battle your Charabombs, who give your bombs new abilities to help you in your quest – "cough" Pokémon rip-off "cough".

Sounds simple? Well it is and it isn't. The basic gameplay is beautifully simple – run here, blow up that bad guy there, knock down that tree to cross that river and so on. However, the game is jam-packed with features, with different bomb types, special attacks, Charabombs and mini-games to name but a few, all coming



**"All these features fit seamlessly into the game, and are a breeze to get along with."**

## The Next Generation

Bomberman Generation is pretty-much two titles rolled into one: the first a cool 3D action-adventure-puzzle affair, and the second the single or multiplayer bomb-laying maze game we all know and love.

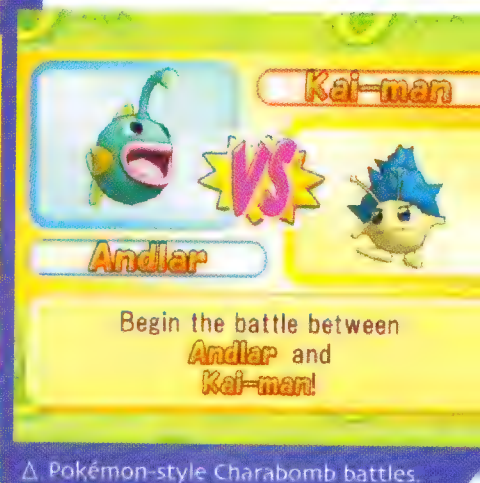
The storyline for the single-player game goes something like this. After a bungled attempt by the infamous Hige Hige bandits to steal the six bomb elements, they've been scattered all over the world. Your job is to get them back, whilst dodging the clutches of both the

into the equation. The sheer depth might bog down a game of inferior design, but in Bomberman Generation all these features fit seamlessly into the game and are a breeze to get along with, without

## Hi, My Name is Cel Shadey!

Not only is Bomberman Generation excellent fun to play, it doesn't disappoint in the graphics department either. Making full use of the recently-popular cel-shading technique, you are submerged in a smooth-looking 3D cartoon world. Both characters and surroundings are well represented, with crisp, clean visuals and smooth animation. The whole package is very colourful, although a little lacking in terms of particle effects and other niceties. The sound, however, isn't quite so impressive. Sure it gets the job done, with a range of little background tunes and nice character sounds, but it lacks any real background ambience or other audio effects which would really add to the depth of the game.





## Charabomb, I Choose You!

In a shameless Pokémon rip-off, Bomberman Generation uses cutesy little characters called Charabombs that you must collect in the Story Mode to boost your abilities. When you come across a new Charabomb, you have to select one from your existing collection and enter an RPG-style turn-based battle to try and win the new Charabomb.

you use the analogue stick to move Bomberman in any direction. The camera is well placed, at sufficient height to allow you to see exactly what's going on, while the shoulder buttons make the camera circle around Bomberman, allowing you to follow the path the level lays before you. Some areas are very straightforward, offering only one direction to proceed, while others break off in a number of different routes, up mountains, along streams, across chasms and into clearings. This gives the game a real feeling of 3D exploration, even if in reality the gameplay is far more 2D than the engine would lead you to believe.

As you progress through the different worlds, picking up extra items to increase

your speed, the number of bombs you can drop, your bomb power and other power-ups Bomberman fans are

familiar with, the world and enemies around you change to fit the current theme. Every three

levels a different boss challenge is thrown at you, which offers a nice break from the normal gameplay and adds to the drama.

Overall, the single-player story mode is thoroughly entertaining and excellently put together. There's so much to do and see that it remains fun to play throughout, whilst the gameplay is simple enough to master yet deep enough to keep you coming back for more. The established game pattern does an excellent job of regularly mixing up the action between different challenges, stopping the player from becoming bored. On its own



△ Cool mini-games.

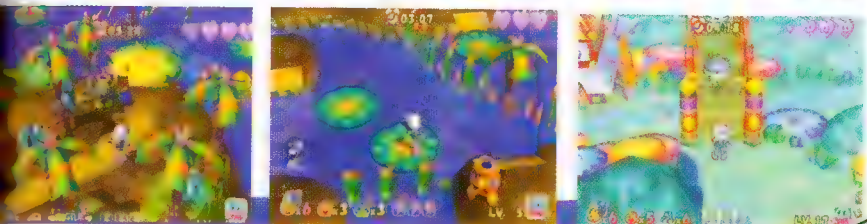
**"A single or multiplayer Battle Mode you can really get your teeth into!"**

really needing to know exactly what you're doing. This is a feeling which is added to be a very intuitive control system that lets you drop, kick, throw and

place your bombs with ease.

**Another Dimension...**

The game world is fully 3D and





this would make a game thoroughly worth buying, but then there's the Battle Mode...

### Bomb the Bass

This is what the fans of the series are really waiting for. *Bomberman Generation* offers a single or multiplayer Battle Mode you can really get your teeth into! The basic format is the same as ever – up to four bombermen in a maze-like arena, using bombs to blast away at the arena walls, uncover power-ups to beef up their bombs and ultimately use them to annihilate their opponents! All the basic



### △ Challenging boss fights.

features of the Story Mode also make it into the Battle Mode, allowing you to kick and throw your bombs at your opponents, whilst literally dozens of options are available to give the battle the twist you desire.

Five basic battle types feature: Standard Battle, Reversi Battle, Coin Battle, Dodge Battle and Revenge Battle. Once you've chosen your main battle format, you can edit lists of other options. How about a tag battle? Best of three?



### Who's Your Daddy?

After every three levels, the Story Mode is interrupted as you face off the next boss. These include members of the Hige Hige bandit gang, as well as those troublesome Crush Bombers. The first few boss fights are pretty straightforward, but they quickly become more challenging and eventually require all your skill and bomb-lobbing prowess to overcome!



### "Bomberman Generation has mass market appeal, offering something for everyone."

Best of five? Sudden death overtime? What about PK bomber mode, to reward round winners with a bonus chance to add to their arsenal?

The options don't stop there either! With the exception of battle types that use a specific arena, *Bomberman Generation* has eight different arenas for you to choose from. These dynamically affect the flow of the game, by featuring



### △ Merge and create new bomb types.

conveyor belts, teleporters and even long grass to obscure your bombs! The number of ways to play the Battle Mode is practically endless, and represents a brilliantly fun and beautifully simple Multiplayer Mode to rival even the likes of *Super Smash Bros.*

*Bomberman Generation* is a game which has mass market appeal, offering something for everyone from families to the hardened game freak. If you're looking to add depth to your game library, or just want something light hearted and fun to play, look no further. ■

Jamie Wilks

### UPPERS

- Two great games in one.
- Adds new features and ideas.
- Simple yet addictive gameplay.

### DOWNERS

- Occasional unfair puzzles.
- Uninspired sound effects.

### VERDICT

A quality title which is great fun to play. *Bomberman Generation* offers simplistic, yet addictive gameplay that all gamers will enjoy.

# 88%

# ELECTRONIC ARTS, IN THE LEAD...

Five copies of F1 2002 and five memory cards must be won!

F1 2002 is racing onto the Cube courtesy of EA Sports, and if you read last issue's review, you know it's a fine game, scoring 87%. Formula 1 2002 offers a cool mix of arcade action and Formula 1 attitude. Its locked options and progressively-difficult licence tests give it a sense of progression often lacking in Formula 1 games, and its driving model is challenging without being impossible for anyone that isn't a real F1 driver. What's more, we've got five copies of the game and five Datal Mega Memory 4Mb memory cards to give away! To stand a chance of winning one of these sizzling prizes, just answer this simple question:

**Q Who are the current drivers for the Ferrari Formula 1 team?**

- A** Sterling Moss and James Hunt  
**B** Des Lynham and Frank Bough  
**C** Michael Schumacher and Rubens Barrichello

When you think you know the answer, call our Competition Hotline on:

**09064 774478**

Calls cost 60p a minute at all times. Lines are open 24 hours a day, seven days a week. The competition is open to UK residents only. Lines open on 7th August 2002 and close at midnight on 3rd September 2002. The editor's decision is final and no correspondence will be entered into.



## THE MEGA MEMORY 4Mb

Need a new memory card? The Datal Mega Memory 4Mb is a great card at the cool price of £9.99! It has 59 slots, so it's the same size as the standard Nintendo memory card, but a lot cheaper!

# you're off...

...for a game of RedCard, if you win our competition!

RedCard is a football game by EA Sports. It's a game that lets you get away with all sorts of fouls and infringements when the referee isn't looking. It's as if it was designed by the Argentinean national team! There's nothing foul about our RedCard competition though - we've got five copies of the game and five Datal Mega Memory 4Mb memory cards to give away!

To stand a chance of winning one of these sizzling prizes, just answer this simple question:

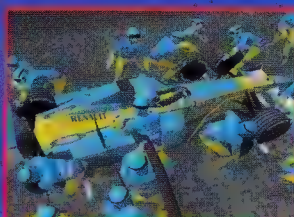
**Q What must a player do when he gets a red card?**

- A** Produce his own and say 'sorry' **B** Apologise to the referee **C** Leave the pitch

When you think you know the answer, call our Competition Hotline on:

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# BACKCHAT!

Another batch of letters and another Soap Box rant. Have your say on all things GameCube - if you're printed, you win a prize!



## Soap Box

### What's Wrong with Toys?

It's not an insult to say the GameCube is a toy. After all, what is Xbox if not a toy? And the PS2? Of course, the difference between a games console and, say, Action Man or LEGO is videogames have no age boundaries. So if this is the case, why does it look as though Nintendo is trying so hard to go toe to toe with the so-called more 'mature' consoles?

Nintendo has been on the receiving end of a barrage of flak concerning its alleged kiddie image. Rather than shrugging it off and ploughing the successful furrow it always has, Nintendo has taken the bait, and I reckon foolishly bitten back. I mean, why go to all the trouble of securing the next two *Resident Evil* games as GameCube-exclusive? Just because a game has hellhounds and barrels of blood doesn't make it mature. In fact, isn't it the opposite? Surely the shocking thrills that makes *Resident Evil* so popular are actually rather immature?

On the other hand, there's *Super Monkey Ball*. Cute monkeys, colourful landscapes, no blood, and no guns. 'Look at the lovely little monkeys, the kids would love that one', says Mum. Well I say, play the flippin' expert levels and then tell me the friggin' kids would love it!

Whether it's blood and guts or cute and fluffy, games are fun for all ages. So next time somebody tells you the GameCube is for kids, agree wholeheartedly then show 'em Stage Seven of the expert levels on *Super Monkey Ball*. Damn you Sega...

**Saul Trewern**

## TIGER TALES

In Issue Three you said you goofed concerning *Ty the Tasmanian Tiger*, and how he's not a tiger but a dog. He's actually a thylacine, which is a marsupial (mammal that keeps its young in a pouch). It isn't related to tigers or dogs. Its closest living relative is the Tasmanian Devil (which, surprisingly, is a real animal) and is more closely related to kangaroos and wombats than to wolves. I just thought you might like to know...

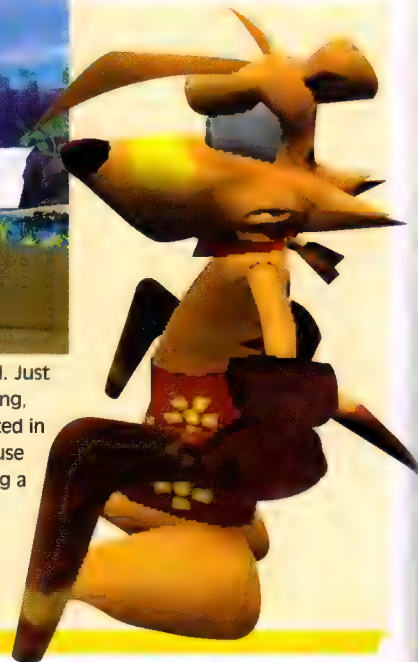
**Sean Markey (aka Slymarbo).**

**G-Force:** Thank you, David Attenborough! Remind us never to take you on in a quiz.



You're quite right of course. Despite being called a Tasmanian Tiger, and its Latin name (thylacine cynocephalus) translating as 'pouched dog with wolf head', it's actually neither feline nor canine. It just evolved very canine characteristics because it lived the same sort of life as

wolves and dogs. Oh well. Just in case anyone's wondering, the reason we're interested in Tasmanian Tigers is because Electronic Arts is releasing a game, *Ty the Tasmanian Tiger*, on the Cube. Let's hope they know more about Tasmanian Tigers than we do...



## THE HARD CELL

The current trend of cel-shading is starting to concern me. Fine, kids'll love it, as will the Japanese public, but in the USA and UK I don't think it's going down too well. The reason most people bought a next-generation machine is to be wowed by realism in graphics, not to watch a cartoon.

I own an Xbox, PlayStation2 and GameCube. Xbox, at the moment, has nothing any good, but *Halo 2* looks a million times better than *Zelda*, even if *Zelda* will be the better game (and I don't doubt it will). But think how much better *Zelda* would be if it looked good too?

Fine, cel-shading is original and good for kids, but what's the point in

winning over kids if they have no interest in Nintendo when they grow up due to lack of adult games? Games like *Resident Evil* on the GameCube are outshining anything there's ever been, so why spoil all that for originality? 'Original' doesn't automatically mean 'good'. I was severely disappointed when I first saw *Zelda*, especially against what you showed it was originally going to look like.

Anyway, I think I've made my point. Take care and have fun.

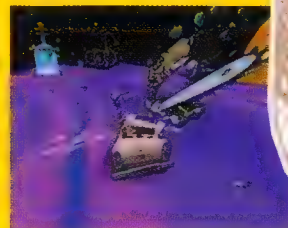
**Marc Llanelli, Carmarthenshire**

**G-Force:** We agree that what's original isn't always good, but from what we've seen of *Zelda*, it seems set to

take the Cube by storm and appeal to gamers of ALL ages. The cel-shaded graphics have split the Nintendo faithful down the middle, but hey, you can't please everybody.

As Saul says in this month's Soap Box, cartoony doesn't necessarily mean kiddie. *Super Monkey Ball* is as cute as you like, but is still enjoyed by adults. If you like *Resi*, check out *Eternal Darkness* (what a game!). Look out too for *Die Hard Vendetta*, *BloodRayne* and *Star Wars: Bounty Hunter*. Hardly kiddie, are they?

Not everyone likes cel-shaded games, but there's no need to worry about them. They're not taking over, y'know...



## SONIC RETURNS

I have a question. Can you give me some tips on how to defeat Luigi in *Super Smash Brothers: Melee*? And what should I do after that? Also, will there be a *Sims* game on the GameCube? And will there be a new Sonic, because *Sonic Adventure 2: Battle* is the bomb!

Thanks for a greatmag, and I'll see you next month (we'll not actually see you but, er, read you!

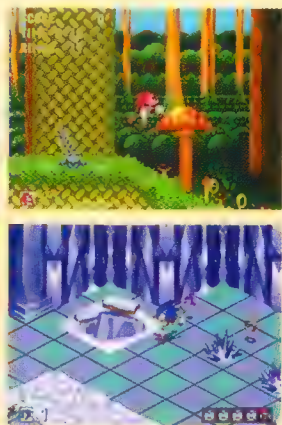
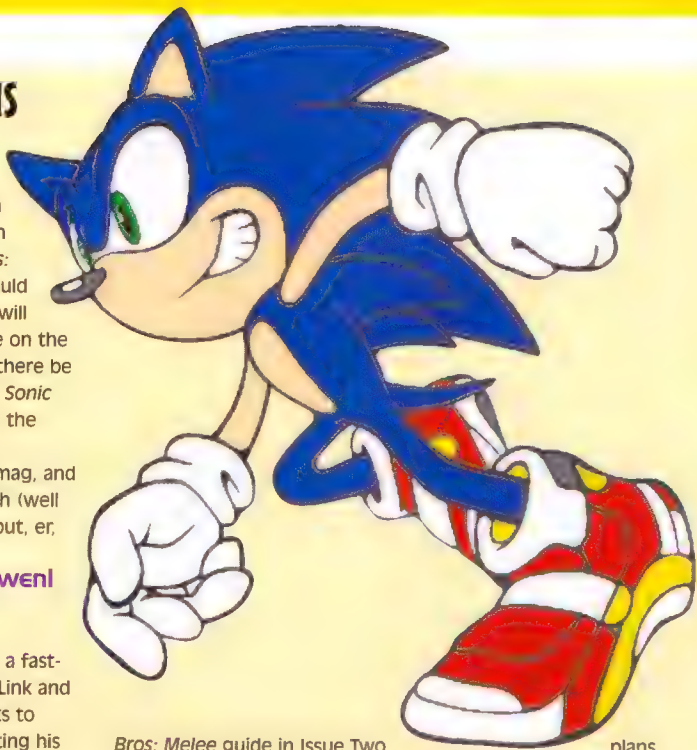
**Ben Taylor, Darwin**

**G-Force:** Try using a fast-hitting character like Link and use short, light attacks to keep him from collecting his thoughts and striking back. After you've got him, try getting all the other characters – our *Super Smash*

*Bros:* *Melee* guide in Issue Two tells you how.

Regarding *The Sims*, it's not impossible, but no plans at present. There's definitely

plans afoot for new *Sonic* games, though – check out this month's news for more details.



## REPLAY REACTION

I just bought Issue Three of your mag. I was looking at the Dattel Action Replay, which lets you play import games as well as giving you loads of cheats. To play American or Japanese games, do you need a special TV or will my old Sanyo 21-inch TV do?

**Matthew Hodgkiss, Welling, Kent**

**G-Force:** If the TV is NTSC-compatible, you're fine. Most TVs these days are NTSC-compatible – if it has a SCART socket, you're almost certainly fine, and if it's less than ten years old you're

probably okay too. The best thing to do is check your manual. Alternatively, just write down the model of TV you have and ask a TV shop. Chances are they'll be able to look it up in a suppliers' catalogue and tell you.



## I'M STUCK...

In *Broken Sword: Shadow of the Templars*, I was in a church and gave the priest my chalice to polish, but he never gave it back. What do I do next?

**James LeBaigue, London**

**G-Force:** While he's polishing it, look at the large statue. Use the lens on the scroll

the statue holds, and look through it. Now talk to the priest, who's finished polishing. Enjoy the rest of the game...

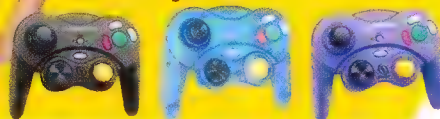
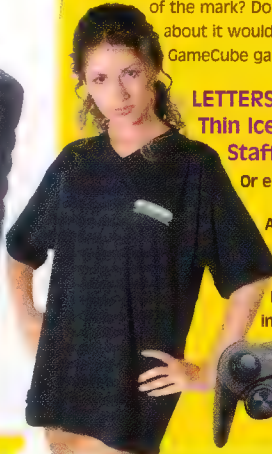


Now's the time to have your say on all things GameCube. Do you agree with Saul's controversial comments on Nintendo, or do you think he's firing wide of the mark? Do you like the mag, or do you wish a few things about it would change? Satisfied with the current batch of GameCube games, or do you find it lacking? Write to us at:

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Or e-mail them to: [letters@gforcemag.com](mailto:letters@gforcemag.com)

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# IMPORT ARENA

G-FORCE REVIEWS THE CREAM OF THIS MONTH'S GAMECLUBE IMPORTS...



## PAC-MAN WORLD 2

A superstar from the dawn of videogaming returns, but has he had his day? Ian's old enough to remember the original...

PUBLISHER: .....NAMCO  
DEVELOPER: .....NAMCO  
NO OF PLAYERS: .....1  
RUMBLE: .....YES  
ONLINE: .....NO  
GBA LINK: .....NO



### Language Barrier:

None at all - it's American.

**P**ac-Man. From his earliest appearances as a hungry circle in a 2D maze to his next-gen console outings featuring interactive 3D worlds, our yellow friend has never been far from our screens. His latest offering, *Pac-Man World 2*, is an accomplished platformer but suffers from some serious flaws that really should've been addressed during testing.

Namco has done a great job of

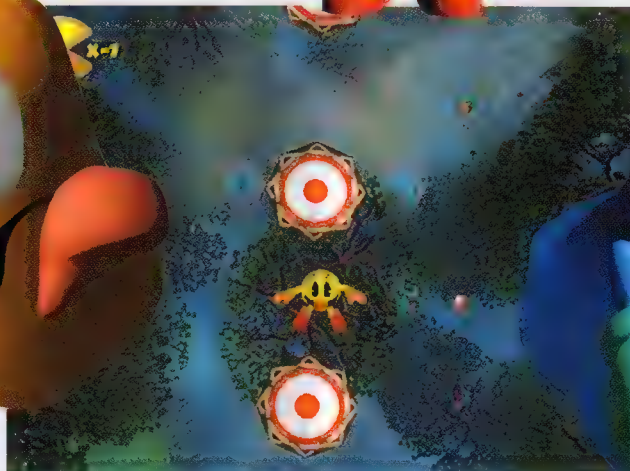
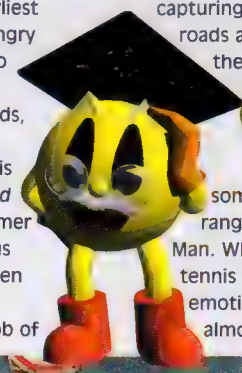
capturing the mood of the original. The roads and paths are suitably maze-like, the storyline involves Pac's traditional enemies the ghosts and there's plenty of dots to munch. The graphics are pretty simplistic, but offer some great little touches, like the range of expressions offered by Pac-Man. Who'd have believed a mutilated tennis ball on legs could reflect emotions with such sincerity you almost feel them with

him? There are a few camera issues, some of which result in your having to jump blind, but this never reaches the ridiculous levels that cursed *Sonic Adventure 2*.

Far more serious is the grasshopper skills curve, where the levels vary wildly in difficulty instead of getting progressively trickier. Much of this is due to the sudden deaths caused by falling from a platform. The end-of-level bosses (huge machines operated by ghosts) are dull and samey, and worlds based on snow, volcanoes, forest, horror and water aren't exactly original.

Overall, *Pac-Man World 2* is a good game, but it's not a great one. It retains the atmosphere and charm offered by earlier *Pac-Man* titles, but suffers from technical and design flaws that just didn't have to be there. Fun, but could do better. ■

Ian Osborne





# SMASHING DRIVE

**SMASHING DRIVE**  
NYC-11xM

Can this coin-op conversion cut it? Ian thinks not...

**PUBLISHER:** .....NAMCO  
**DEVELOPER:** .....POINT OF VIEW  
**NO OF PLAYERS:** .....2  
**RUMBLE:** .....YES  
**ONLINE:** .....NO  
**GBA LINK:** .....NO

## Language Barrier:

No language problems. Plenty of coin-op-to-console translation problems, but no language problems.

It's the age-old question. Can a game that pulled in the pennies in the arcades cut it on the consoles? For a coin-op conversion to make it big on the home machines, it must overcome two major obstacles. The loss of its whizz-bang arcade cabinet (*Smashing Drive's* featured a sit-on chair that jolted with every crash), and the inevitable difference in expectations of punters who spend £40 in one go rather than 50p per game. Sadly, *Smashing Drive* fails on both counts.

In a nutshell, *Smashing Drive* is a Crazy Taxi clone set in the future. You play a taxi driver who must take his fares from A to B in the fastest possible time, regardless of what he leaves behind on the road. Trouble is, it doesn't even look as good as *Crazy Taxi*, with bland, textureless surfaces and (cars aside) building-block features.

Worse still, the game has almost no longevity. There's no cars to unlock, no upgrades to win and no danger of losing once you've memorised

the short-cuts and course features. Even the driving physics are designed for quick thrills rather than satisfying long-term gameplay. You can slam your car around with impunity, which is fun for a while, but the lack of depth it implies soon shows.

*Smashing Drive* is worth renting for the sheer inane single-mindedness of it all, but it's definitely not worth buying. And as renting imports isn't an option, that pretty-much kills it as a credible game. ▶

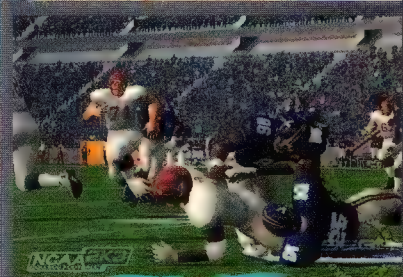
**Ian Osborne**



## NCAA PROBABLY STATES-ONLY

Sega is to release two sports titles based on American college sports. *NCAA College Basketball/Football 2K3* are both being developed by Visual Concepts, and are both due late this year.

American college sports tend to be more adventurous than their big-name NBA/NFL counterparts, but lack of UK interest in collegiate leagues means they probably won't be released over here.



## NASCAR HEAT 2

This one was showcased at the recent E3 trade show, but no announcement of a UK release has been made, so we assume it's US-only. The Infogrames-published title seems set to offer the same highly-detailed cars but woefully-boring tracks we've come to expect from NASCAR racers, but we'll take a look at it when it's ready.



## DERBY OWNER'S CLUB

This Sega-developed horse racing sim takes advantage of the Cube's online capabilities. Players buy, breed, train and race their horses, competing against hundreds of gamers over the internet. Horse racing games are popular in Japan, but scarcely played elsewhere, so we doubt this one will be released here.



**31%**



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# ACTION REPLAY

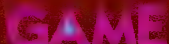


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- GT Championship
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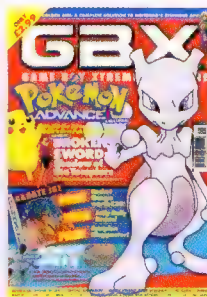
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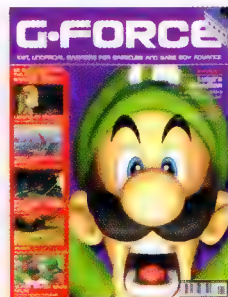
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## ISSUE 11

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- Scrabble
- Rogue Spear
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## ISSUE 1

- Pikmin
- Super Smash Bros: Melee
- Sonic Adventure 2: Battle
- Tony Hawk's Pro Skater 3 and many more...



## ISSUE 2

- Every GC football game reviewed
- 18-Wheeler
- Spider-Man
- Burnout
- and many more!



## ISSUE 3

- Big Legend of Zelda feature
- Pikmin player's guide Part One
- F1 2002
- Agent Under Fire
- Resident Evil Zero shots and DVD footage
- Exclusive Die Hard Vendetta interview and footage

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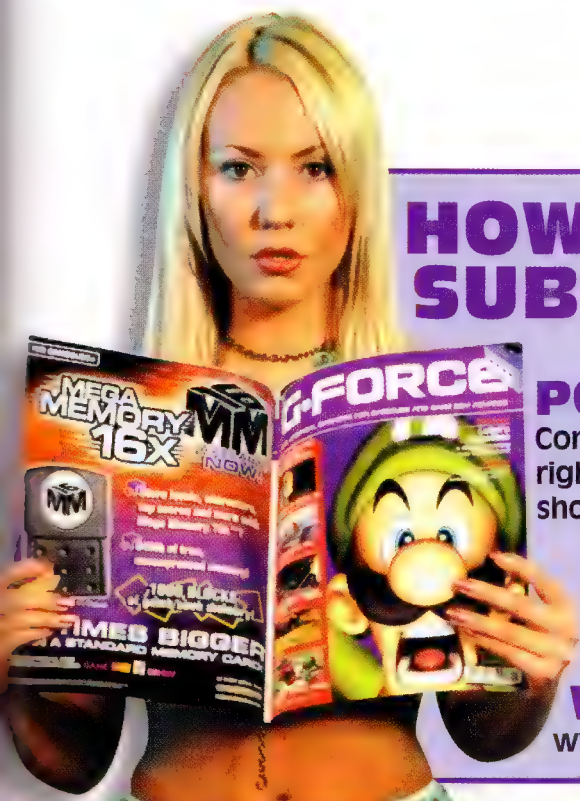
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# TIPS FORCE

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## PLAYER'S GUIDE PART ONE

007's first GameCube mission is tougher than Oddjob and Jaws put together. So put on your tux, sit back, relax and enjoy the ride as we blow it wide open for you, Bond style...

### Mission 1 - Trouble in Paradise

#### Objectives

- Infiltrate Research Facility

#### Gadgets Used

- Q-Claw
- Q-Decryptor
- Q-Laser

#### Difficulty 1

There's two routes in, but this is 007, so we're going for the flashiest. Use your Q-Claw on the vent of the tower on the roof. Once up there, turn left and head down the gangway to the hatch. Drop down and punch the guard at the terminal to get his key card. If you shoot him, you miss the card. Now use your Q-Decryptor on the door and head across the foyer, making sure to stay on the right to avoid the surveillance camera. Use your card on the door and head in to get the grenades and rocket launcher. Run back to the to where you've just been and use the lift to go down a level.

Take out the guard behind

the counter, then head into the room and up the stairs to the right where you find a locked gate. Use your Q-Laser on the lock and follow the path until you see a guard on a slope. Shoot at him and he runs away. Follow him, and after the movie, shoot the red barrel on the forklift. Go down the slope and train your sights on the last set of crates on the right as a guard pops out. Take him down, then go to the crates on the right where you find some body armour. Don't collect it yet as four guards are about to spring you. Take care of them using the K57 and collect the armour when you need it. Now head down the corridor to find

yourself in the cultivation area.

Once you're spotted, the guards turn out the lights, making aiming at them hard. Equip your rocket launcher and grenades to cause a little carnage. Once the smoke has cleared, head through to the room with red lights where you probably find a couple of guards waiting for your bullets. Once dealt with, collect the suitcase with the vials in and go through the door to find yourself in the sub-pen area.

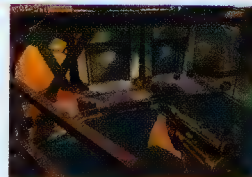
Head up the stairs and across the platform to take out the enemy sniper. Collect his

rifle and head down the stairs at the end. From the bottom of the stairs, take out the guards on the left of the sub-pen. Shoot the barrels if you can't be bothered to aim at the guards. Head down the lift after the area is cleared then equip the shotgun, which you should have collected on the way. Now simply walk slowly around the pen using the crates and pillars as cover, taking out the bad guys as you go. They won't trouble you much and if things get hectic, just shoot a barrel. Be careful not to get too close yourself, and look out for the two sets of body armour on the way. On the far side of the pen, head across to the submarine and use your Q-Laser on the lock to free Nightshade and end the mission.



## Weapon Selection

Bond has access to a ridiculous amount of weapons, but you have to use the right one at the right time to really make use of them. For instance, don't try and take an enemy out with the shotgun if they're at range. However, at close quarters you can't beat it. Beware of rocket launchers and explosive weapons at close quarters, and remember the handheld automatics couldn't hit a barn door at 12 paces. The full assault rifles are a different kettle of fish altogether, though. Used at mid-range they're fast and deadly, and are probably the best weapons to utilise in most firefight situations. One note on automatics – the longer you hold the fire button, the less accurate the shot becomes. Short, sharp bursts are most effective.



## Mission 2 - Precious Cargo

### Objectives

- Infiltrate Identicon Facility
- Locate Missing Vials

### Gadgets Used

- None

### Difficulty 2

In this mission, Zoe Nightshade drives whilst you take care of the guns. It's an on-rails shooting mission! At the start, equip the CH-6 rocket launcher and take out the helicopter behind with one well-placed rocket. Turn to face front and take aim on the chopper firing the rockets. Take your time, as the rockets won't actually hit you. Now switch to your machine gun and deal with the car behind and swing around to the front where you see an armoured van. Shoot its tyres to make it crash, but make sure you take any shooters out from it as soon as they appear.

Okay, into the Chinatown section. At the end of the first alley, take out the rocket launcher guy and you find yourself in a square. Use a rocket on the car in front and to the left, then turn around and gun down the guards on the right. You encounter a few cars on the following roads that won't hassle you too much, and then you come across a roadblock. Use a rocket on the chopper first, but wait until



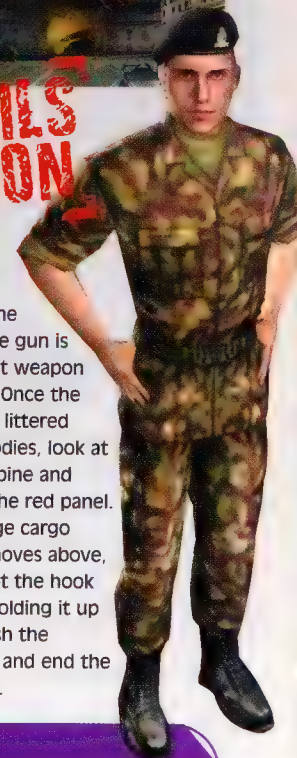
you're quite close so as not to waste rounds. Once that's down, fire a rocket at either car to destroy both of them.

Now it's pedal to the metal

straight into the indenticon facility. Take out the rocket launcher guard at the front, then when you stop, take out all the guards on the gangways.

Continue through using your machine gun to kill anything that moves. You stop at some green crates where you have a bit of a gunfight, where once

again the machine gun is the best weapon to use. Once the place is littered with bodies, look at the turbine and shoot the red panel. The large cargo crate moves above, so shoot the hook that's holding it up to smash the turbine and end the mission.



## Mission 3 - Dangerous Pursuit

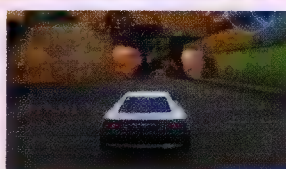
### Objectives

- Locate Stolen Vials
- Disable Armoured Van

### Gadgets Used

- Q-Pulse

### Difficulty 1



This mission is beyond easy, but there are a couple of things to remember. Just ram the barrier between the cars at the start and ignore all the bad

guys until you get to the main road. Once on the road, Q tells you he's left weapons and gadgets around the city that are denoted as yellow blips on

the map. He also says to use them sparingly, but don't worry about that as you hardly get chance to use them at all! Anyway, follow the arrow on the map, which takes you to the van containing the vials, which cannot be destroyed. As you approach the van, the bad guys come out in their blue cars. Use missiles and rockets to deal with them, then chase the van through the streets with your aim being to get as close as possible in order to activate the Q-Pulse to stop it. The best way to do this is cut one of the corners on the inside and come up by the side of the van, then activate the Q-Pulse. It takes a few seconds to charge, so make sure you stay close to the van. Once you've stopped the van it's mission over.

## Duck & Cover

The auto-aim function makes getting a track on your opponents relatively simple, which leaves time for you to concentrate on not getting shot. Make sure you make good use of any cover whilst in the middle of a firefight then and remember to use the 'X' button which makes Bond duck. Just make sure that you don't use explosive barrels for cover, as it could get quite messy.



## Mission 4 - Bad Diplomacy

### Objectives

- Infiltrate private quarters on top floor
- Gain access to secure room
- Use passcode generator in Griffin's computer

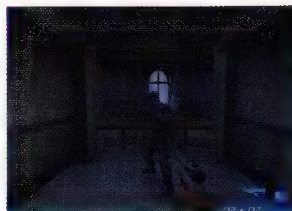
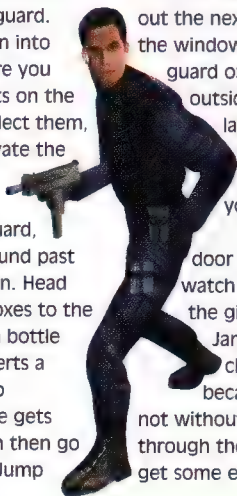
### Gadgets Used

- None

### Difficulty 1

If you let a guard sound the alarm you lose, so be quick when you're in battle. At the start, wait for the guard to walk through the doors at the start then follow him and shoot him in the back of the head. Follow the corridor around and head past the lift where you encounter another guard. Take him out and run into the office area where you find some extra darts on the desk at the end. Collect them, come back and activate the lift.

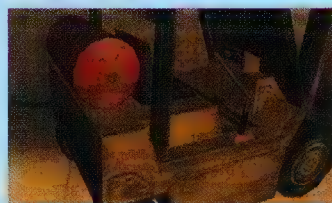
Head left from lift and shoot the guard, then come back around past the lift to the kitchen. Head between the two boxes to the left and you knock a bottle over. Duck as this alerts a guard who comes to investigate. When he gets close take him down then go through the doors. Jump



over the laser beam and take out the next guard then face the windows and shoot the guard on the veranda outside. Now head up the ladder and through the window where you find the PC but you can't use it yet. Go through the next door on the right and watch the cut scene with the girl in the red dress. James doesn't fancy his chances, obviously, because he leaves; but not without a keycard. Go through the door on the left to get some extra darts then use

## Bang the Drum

Too many guards around? Bond in danger of becoming 00-dead? If things are getting too hot, why not heat them up so more? Look for explosive barrels in the area, and if you find one, pop a cap in it. The resulting pyrotechnics should take care of the dangerous situation you're in. Just make sure you're not too close to the explosion.



the keycard to go through the other door where you find Griffin dead! Watch the cut scene, and then to everyone's surprise (though probably not now) another Griffin enters. Shoot him twice and then collect his case for the passcode generator. Head back to the PC and get your data, then come back and go through the other door in Griffin's office.

You find yourself in the higher area of the room with a guard down below. Run to the far wall and shoot him. If you miss drop straight down and chase after him before he gets

## Mission 5 - Cold Reception

There's a 15-minute time limit for the first part of this level, but don't worry too much as you've plenty of time. After the opening scene, activate the switch on the computer to the right of the huge painting as you face it. Head through the door that opens and use your Q-Laser on the lock at the end. Duck down, go through the shaft and use your laser on the first lock to the right. Shoot the

guard there in the head, then go through the door on the left and kill the guards there. Try and stand by the alarm during the battle so that none of the guards can reach it. Go back into the room you just came out of and photograph the satellite images after the battle and then head through into the next room and smash the glass to reach the MRL 22 rocket launcher and body armour,

which may come in handy. This activates an alarm, so get ready for a fight. Now head through into the unopened room where you meet more resistance. After the battle (use your shotgun or trusty K57) photograph the blueprints then leave via the door into the corridor. Take the guard out at the end and collect the keycard from the bookshelves. Use the lift to get down into the basement.

Out of the lift, shoot the guard and collect the body armour then head into the mainframe room. There are only two guards, which are easily taken care of to start with. Use the keycard on the computer then set about using your Q-Decryptor to download the data from the ports on the green mainframes. The guards are most likely called, but you can either stand and fight, or peg it to the far end of the room and head for the lift. Up to you.

### Objectives

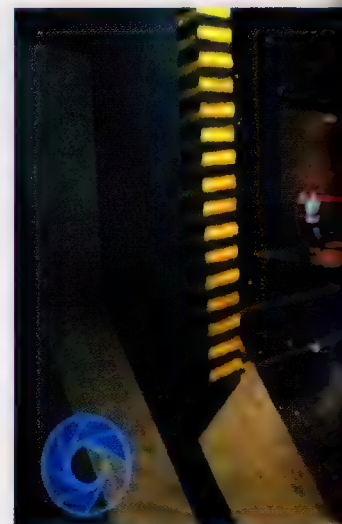
- Photograph satellite imagery
- Photograph blueprints
- Retrieve data from basement mainframe

### Gadgets Used

- Q-Laser
- Q-Claw
- Q-Decryptor
- Q-Remote

### Difficulty 3

After the lift, head down into the basement and take on five or six guards. Once the battle is over, go to the water pool and look for the vent with an open grill. Use your Q-Claw on the small vent by it and haul yourself up. Head left and shoot the guy at the end before you drop down. Head to the green pulsing panel and use your Q-Remote, then run down the stairs and up the set on the right. Turn right at the top and shoot the guard, then head to the green pulsing by the door. Forget about the bullets



whizzing past your head; just peg it. Use your Q-Remote on the door then equip your shotgun and go through. You now meet two tough guys dressed in black. Two well aimed chest shots should take care of them, but make sure you use the wall for cover if you don't kill them quickly.

## Sniper Alley

Everyone loves a sniper rifle when it's in their hands, but in the hands of a terrorist or enemy guard, the good old laser sight isn't as much fun. Make sure you avoid all laser sights, as one shot from these sharp-shooters can take nearly all of Bond's health in one go.



## Mission 6 - Night of the Jackal

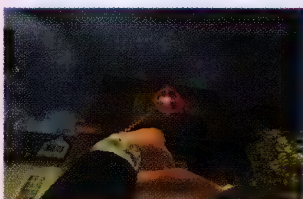
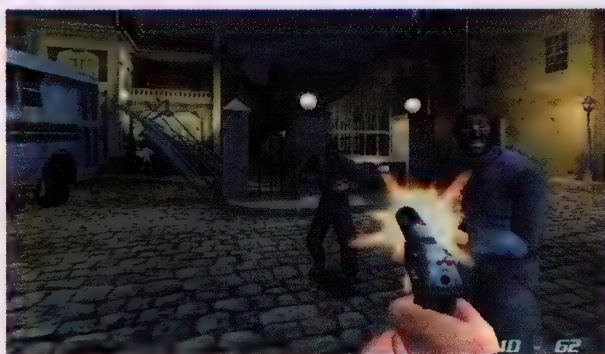
### Objectives

- Use Q-Claw to enter R's safe house
- Infiltrate embassy
- Rescue five civilian hostages
- Find secret passage and rescue Damescu

### Gadgets Used

- Q-Claw

### Difficulty 4



After the coach crash at the start, kill the two terrorists by the pond and collect their guns. Head past the coach and turn right along the fence and then go left. As you reach the tunnel a terrorist runs out – take him down and continue on the way to meet two more bad guys. Dispose of them then concentrate on getting the sniper on the veranda. He's easy to kill, just make sure you don't get caught in his laser sight. Once the sniper is dust, use your Q-Claw on the vent (the camera shows you where it is) and get up onto the ledge. Follow it around to reach the safe house. Enter the door on the left and watch the rather amusing cut scene then walk

through the shower passage into the open air once more. Use your Q-Claw on the vent on the building opposite to pull yourself across then get ready to enter the embassy.

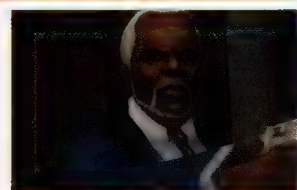
Collect the body armour then go up the stairs and open the door. A girl runs screaming from the door opposite. Careful not to shoot her, but take down the terrorist who runs out after her. Head left and left again to kill the next terrorist by a hostage then head to the office with the glass windows. Shoot the two terrorists through the glass then jump through and turn left to take out a third. You've rescued all the hostages – give yourself a pat on the back, Bond.

Head out the door and around the corridor, but watch out for an explosion on the far window. Storm the kitchen and kill the four terrorists, and head out the far door. There's a couple more terrorists to take out before you reached the raised circular walkway. Look left and activate the Union Jack flag, which reveals a secret passage. Run through it and you find Damescu. Now collect the body armour before entering the lift.

As soon as you get out of the lift, look up and left to shoot the barrels and kill the terrorist there. Shoot the barrels on your level to reveal some ammo and body armour, but don't collect it yet as you don't need it right now. Head through the double doors and you meet the Jackal, whom you

have to kill. She's pretty tough as she's got a tasty weapon, but that's what we're here for, isn't it? The best way to kill her is to run to the crates on the left and duck until she finishes shooting. Stand up and target her, then duck back down until she stops shooting. Now stand up and open fire. Keep doing this and she slowly makes her way across the catwalk until she stands in front of a hook. Now you can either finish her off with your guns or do it Bond style by running to the switch on the right. This activates the hook behind her that sends her to a gruesome death. Once she's dead, run outside and collect the armour and ammo then use the ladder to reach the door out of her. Remember to collect the Jackal's weapon on the way out.

Before you can get out of the embassy there's one last fight – with a helicopter gunship. The Jackal's weapon is pretty handy to use, but the easiest way to down the chopper is to use the gun emplacements on the roof. Just press the 'A' button to get on them and open fire. As soon as the rounds run out, simply run to the next gun. Alternatively, you could use your rocket launcher for more explosive effect, but it is actually quite hard to aim. Once the chopper starts to crash, be careful not to stand near the doors or you could get caught up in the fireball.



to the alarm. Head out of here and jump the moving laser when it's at the lowest point, then run around to take out another guard and use the lift. Head left from the lift and you find yourself in the foyer where you started the mission. Run down the stairs and the front doors open. Take out the guard and run through the doors to finish the mission.

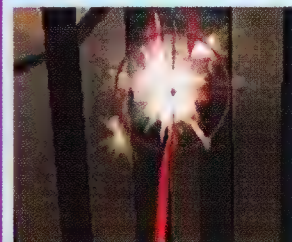


Once dealt with, head through the corridor and shoot the chap by the door, and the sniper across the way to the right. Now follow the catwalk around, enter the office and climb the ladder. To finish the mission, simply walk towards the hook on the cable car. <



## Q-Lab gadgets

This is a Bond game, which means guns, girls and gadgets. Bond has a wealth of gadgets at his disposal, courtesy of Q-Lab. Here's a quick rundown on what they do...



### Q-Decryptor

Cracks encrypted codes and unlocks many doors

### Q-Claw

Used to latch onto surfaces and pull Bond towards them.

### Q-Laser

Burns through locks, but sadly doesn't work as a weapon.

### Q-Camera

Have a guess.

### Q-Remote

Used to download programs, then activate certain switches and locks.

### Q-Card

Electronic card that opens doors.

### Q-Jet

Propels Bond into the air, but it needs to charge up first.

There are also several natty car based gadgets...

### Q-Pulse

Once activated, plays havoc with electrical systems.

### Q-Vision

Night vision.

### Q-Slick

The classic oil slick.

### Q-Smoke

The classic smokescreen.

### Q-Boost

The classic speed boost.

That's all for this month – be sure to check out the next issue of G-Force for the second and final part of our solution to James Bond 007 in Agent Under Fire! ■



# International Superstar Soccer 2

## Players Guide

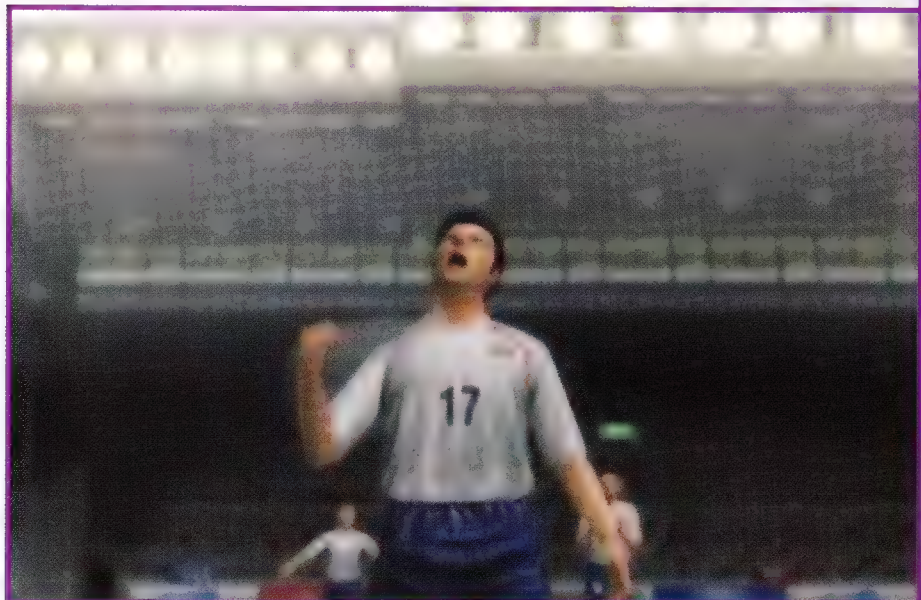
It's been said for some time that out of all the football games on the consoles, the ISS series and its siblings are the ones that play most like a proper game of football. Broadly speaking this is true, and certainly a more tactical approach to your gameplay pays more dividends in ISS 2 than any other football game on the GameCube. Simon offers some pointers...

### THE BASICS

First things first; you need to get on the practice park and familiarise yourself with the controls. You must get the basics right first, and familiarise yourself with passing from player to player,

successful shooting and the various tactics at your disposal. Think carefully about your formations before you head onto the park, and be willing to adjust them as the game gets underway. Make sure you

take advantage of the tactical switches you can pull off with the 'C' stick. Assign some moves to this, and it saves you having to faff around with lengthy menus mid-match.



### THE RADAR



ISS 2 can be a very tactical game if you do it properly. To make the most of this, you need to work out where your team is likely to be positioned on the pitch. Thus, don't forget to keep checking out the radar

at the bottom of the screen – that way, if you've got a player in a bit of space, you can launch a long pass or a quick through-ball and hopefully send him on his way towards the goal.



△ Mastering the tricks wins you far more games.

## DEFENCE

There are a couple of approaches you can make to tackling in *ISS 2*, one of which demands far more skill than the other. The easier way, and for the most part the most effective, is a simple foot-in tackle. You pull this off by hitting the 'A' button, and it works when you're in close proximity to the opposition player with the ball. You should usually opt for this over a lunging slide tackle, unless you are running straight towards your opponent, in which case you get the choice. The other advantage of the foot-in is that it gets you back into the action a damn sight quicker than a slide tackle.

Nonetheless, the slide tackle has its uses, but is very much a matter of timing. You shouldn't underestimate your goalkeeper when a player is in a one-on-

one and you have a slight chance of a slide tackle – sometimes it's worth risking the goal rather than getting an inevitable sending off should you foul things up. However, if a player is starting to run away from you, go for the slide. Don't tackle from behind, though. You need to come in at an angle, and you need to make sure you can get your defender's foot to slide in front of the ball for optimum effect. This takes practice, but as you progress,

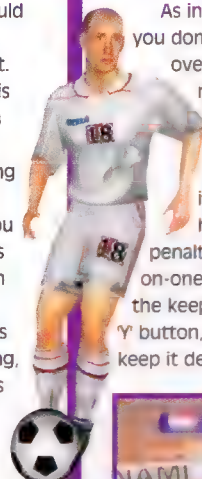


△ Substitutions can – as in real life – turn a game. If you're two up in a semi-final, for instance, it may be worth making a defensive switch.

▽ Guffing about in defence is an easy way to lose a goal. If in doubt, hoof the bloody thing!

the work you put in could mean the difference between a goal and not.

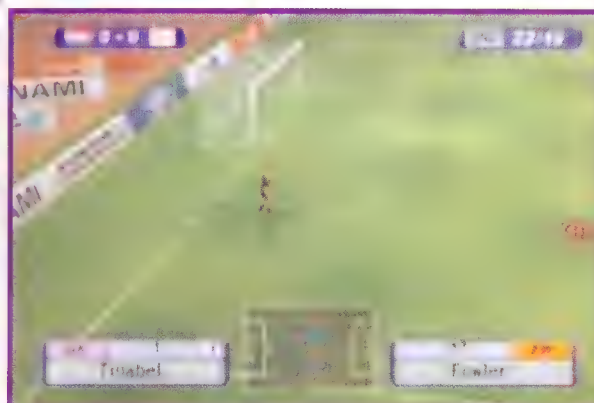
Another good trick is when you're chasing an opposition player, you have the chance to bring in another member of your team so two of you can dispossess him. This does leave extra gaps in your defence, but is useful when someone is steaming down the wing, for instance. To do it, as you are chasing back, hold the 'A' and 'B' buttons together. Often, you find you can muscle the ball away without having to make a tackle.



## THE GOALIE

As in most footie games, you don't have much control over the keeper, with one notable exception. The game lets you rush the keeper out of his goal, which is useful if there's a loose ball heading towards the penalty area, or in a one-on-one situation. You bring the keeper out by holding the 'Y' button, and you need to keep it depressed to keep him

coming. Let go, and he tootles off back to his goal. If you have a player who can get a tackle in, though, that's always a better bet than bringing out the keeper, as the opposition tend to be quite savvy and will either attempt to take the ball past him, or lob him. Suffice to say, be careful when you use this option, if you mistime it, the goal is left completely unguarded.



△ Don't just automatically punt the ball from a goal kick. A shorter lay-off keeps possession, and allows you to build up your play. Not recommended when you're losing with minutes to go, though!



## HEADING

As with tackling, there are a couple of options for heading the ball. In defence, you can go for the straight clearance header, which is not aimed at a particular player, but if in doubt is always the best option. Just hold the 'B' button when you see the ball coming. If you have a defender underneath a skied ball and a bit of space, you can hold the

'A' button and direct the header to one of your players with the analogue stick. You need to check out the radar quickly for an opponent, but if you have the space, and particularly if you need to turn to attack quickly, this keeps the ball moving quicker than taking the time to control it and move it on.

## FREE KICKS

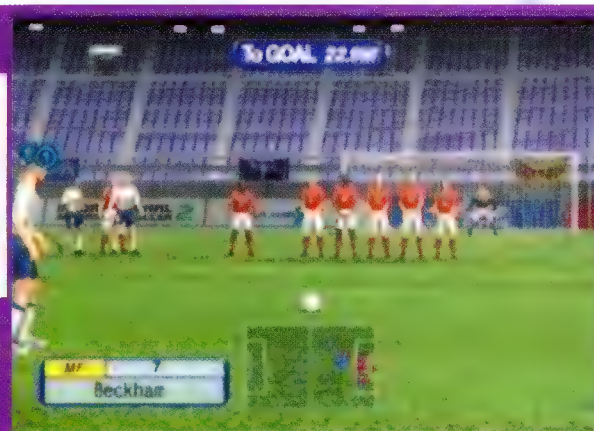
Attacking free kicks are potent opportunities to score, and despite the game's habit of letting your shot smack the crossbar with alarming ease, there are ways to get it in the onion bag. If you're a little way out, hitting a short pass and then instantly hitting a through-ball, for instance, occasionally gets your player behind the defence and with a shooting opportunity. Likewise, one or two quick passes can put

you in a position for a long shot, which can very often give you a juicy rebound, if not a goal.

If shooting, it's worth going into the Free Kick Training section, which lets you position where you want to take your kick from and then try various approaches to get it in. Suffice to say, you need to mix the power of your shot with a bit of after-touch – once you start depressing the shoot button, move the analogue stick

so that it points in the direction you want to curve the ball. It takes a fair bit of practice, but bears fruit in the end. And always be alert to the ball coming back. Make sure you're ready to pounce on a rebound.

▷ A mixture of power and after-touch is the best way to score from a free kick. Do note the distance from goal though when choosing how much power to apply!



## PASSING

There are three main options here. Firstly, the 'A' button does a simple short pass along the ground. Arguably, this is the most important pass of all, as it keeps you in possession of the ball – providing you pay attention where you're kicking it – and keeps play moving. You can use your analogue stick to control the direction you want the ball to go too. The longer ball, executed by pressing the 'X' button, is likewise a potent tool when used properly. Hammer it randomly, and too often you lose possession. But take a glance at the radar, aim the pass with the analogue stick and get the power right and the long pass – arguably more than any other version of ISS – works easily and like a dream.

In terms of getting goal-scoring opportunities, the through-ball is a must to learn. This knocks the ball ahead of your player, meaning they have some running to do to catch up with it. The big advantage is very often it catches the defence unaware, and either lets you spring a player down the wing, or more crucially, an

attacker with a one-on-one with the keeper.

Again, keeping your eye on the radar is important here. You need to pick a moment when you have either a player with space to run in to, or an attacker running towards a defence who are running towards him. Then, hit the 'Y' button, aiming the pass again with the analogue stick. The success of the through ball is a sheer matter of timing, and if you get it wrong, it's a very easy way to lose possession. Get it right, and it'll arguably become your most potent attacking threat.



△ In this case, that striker in the middle looks like the best option.

▽ Two options here. Cut in and shoot, or look to the striker running through the middle. The radar also shows you have a man on the far side of the field if you want to switch the play.



## CROSSING

The game automatically handles crossing on your behalf, leaving you needing to gauge the power required to get the ball where you need it to be. Once in line with the 18-yard box, hold the 'X' button, but don't let the power gauge get too far over half way. Also, where possible, hold the ball up until you have players in the penalty area. If the ball is pumped out and goes to one of your players, it's worth doing a crossfield ball into the penalty area, again assuming you have players in the box.

A neat trick is a low ball across the six-yard box. To do this, you need to really be at the byeline and in the box, and then aim the analogue stick across

the goal whilst hitting the 'Y' button. If you have a striker running in at that point then, touch wood, you should have an easy goal on your hands!

▽ Long shots work very well in ISS 2 – know who your best long-range shooters are in your team, and be willing to have a pop when they have a sight of goal.



## THROW-INS

Don't discount the value of a long throw when you're near the opposition penalty area. Keep an eye on the positions of your strikers in

the box and hit the 'X' button – often you can end up with a player in the six-yard box with the ball at his feet!



## ATTACKING



△ This move led to a goal. Instead of a short throw, we went for the long one to the striker just in line with the penalty spot...

▽ ...who managed to turn and fire in a shot from a title angle. Bad luck, Paraguay.!



Basic rule of ISS 2: you can't score if you don't shoot. The game can be quite rewarding of long shots, and if you are cutting into towards the box and there are defenders in the way, then it's worth trying from anywhere up to 25 yards out. You need to make sure you get a bit of welly behind it, but on the lower levels and against the weaker teams, keepers have a habit of either pushing the

ball round the post, rebounding it out or letting it in! Certainly it's too easy to spend ages looking for the best angle to shoot from, only for your opponents to dispossess you and merrily make their own way up the park.

When in the penalty area itself, the longer you hold the Shoot button, the higher your shot tends to go. It's worth hitting the Shoot button just before you get the ball to get a snap shot in. Also, make sure you aim properly – if you're not paying any attention to directing the ball, more often than not you watch a replay of a rather embarrassing miss.



## MOVE IT

One feature of real-life football is that when you move quickly, you can catch the opposition on the hop. The same is true in *ISS 2*, and the game controls do facilitate you taking a little less time on the ball and going for first time passes and shots. In both cases, before you commit, check the radar and make sure you're not surrounded by opponents. By their nature, first-time plays are

a bit more hit-and-miss, and too often can result in the ball being surrendered cheaply if not done properly. A first-time pass, or through-ball, can be very effective, and you need to tap the relevant button just before the ball gets to you. Likewise with a shot, and given the limited time you get on the ball in the penalty area, this is no bad thing. ■



## QUICK HINTS

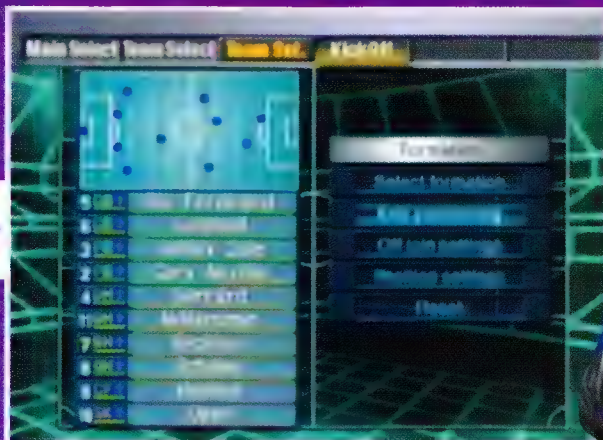
- Never perform a slide tackle automatically. Referees waste little time brandishing cards in the game.

- Should you get a player sent off, go into the tactical options and do a reshuffle, especially if you've lost a defender.

- It's sometimes worth using a slide tackle to intercept a pass between two opponents. One-twos can take out a defender with ease. Hold the left shoulder button, then press 'A' for the first pass and 'A' again for the second.

- You can try and lob the keeper by holding the left shoulder button as you shoot. This is very hard to pull off successfully, though - you may be better just trying to loop the ball over them by pushing the analogue stick in the opposite direction to the one you are facing as you depress the 'B' button.

- You can kick the ball a short way ahead of you with the right shoulder button, and thus give yourself an extra burst of pace. Alternatively, when defending, the same button makes your defender dash that bit faster (although it will tire them for later in the game, so use sparingly). You lose a bit of control when you are in possession of the ball, and try it too close to a defender and you'll be very easy to tackle, though.



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# PIKMIN™

## PLAYER'S GUIDE PART TWO



This month we find all the parts at The Distant Spring and head off to the Final Trial where we meet the rather Unsavoury Emperor Bulblax. It's gonna get tough, as the last few levels are a veritable Pikmin pressure cooker. You've been warned....

## THE DISTANT SPRING

### Day 14 - The Distant Spring

#### Objectives

Recover Repair-type Bolt

#### Difficulty 3

The first day at The Distant Spring is relatively easy, but you need to start with a full squad of red Pikmin to clear the area of creatures to start with. Head out behind your ship and take out all the creatures in this

area, then after the battle, run back to the onions and put your red Pikmin away. Now, your yellow and blue Pikmin populations are probably slacking a bit, so get about 20 of each and go and collect all the carcasses and pellets from the battlefield. After the clean-up operation, put your blue Pikmin away and take your 20 yellow to the black stone gate

by the onions.

There's an alley to the right of this gate. Head through it and try to sneak past the sleeping Bulborbs. There are several creatures here that try to attack. Avoid them, as you don't want a full-scale battle just yet. Head past the two small lakes and you find a stone skull by the shore of another lake. Collect at least nine bombs from the skull, then head all the way back and get onion-side of the black gate. Use your bomb-rocks to destroy the gate, but we won't be going through it today.

Send all of your yellow Pikmin back to their onion and grab yourself 30 blue. Head right towards the lake and you see a raised, curving path. Throw all of your Pikmin up to



it and have Olimar run around the lake on the lower path. To get your Pikmin to follow on the higher path, make sure you whistle them to follow. As you reach the end of the lower path, you see the Repair-type Bolt on the higher platform. Get your Pikmin to collect it

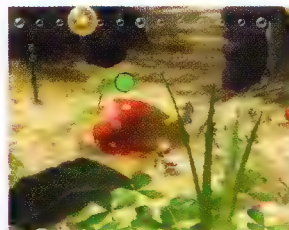
and carry it back to the ship. Take any spare blues and follow the other Pikmin, in order to draw away any creatures that might attack your Pikmin carrying the cargo. Once the part is in place, collect any stray Pikmin and turn in for the night. ▽

### Take Your Time

Remember that *Pikmin* is about as non-linear as they come, so don't worry about following this guide exactly to the day. If we tell you to do something on a day and you haven't got enough time, just finish it off the next day. You've got eight days spare, but to make things simpler, we suggest you take a whole day to clear up what you couldn't achieve the day before. This way you can just continue with the guide on a daily basis without things getting too messy.

## Overhead View

Use the overhead view for precise throwing. We wouldn't recommend it during combat, but if you have to throw any red or yellow Pikmin close to water, it gives you much better accuracy. A simple tap of the 'Z' button switches to this very handy view.



## Day 15 - The Distant Spring



### Objectives

Recover Gluon Drive

### Difficulty 4

There's a lot of water at The Distant Spring (funny that), so we need to really boost our blue population. So, grab about five blues, and head out to the lake between the red and yellow onions. You come across a small group of islands with a pink egg in the centre. Launch your Pikmin onto it and as soon as they do a little damage, grab them and head straight back to the onions. Collect a hundred red Pikmin, then face the shoreline and you see a huge green creature heading for the onions. This is the Smoky Progg and he has to be defeated. Throw as many Pikmin onto his head as possible, but make sure they don't land in his smoke trail, or you lose them immediately. Watch out for the shockwave he produces too. He starts to attack your red onion, which is when you should go in for the kill. Just stand by his head and keeping lobbing Pikmin at it until he dies. Don't

get too attached to your red troops, as you probably lose a few during this battle. Once the Progg has been defeated, put all your red Pikmin away and grab three blues to take the egg left behind back to the blue onion where it produces a hundred blue Pikmin.

Take these Pikmin back out to the lake, near to where you blasted the white gate yesterday. Attack the creature there and get your Pikmin to start on the wood to make a bridge. Once complete, grab all of your

blues and run through the water to find the Gluon Drive in an alcove. Take out the creatures that attack, then set your Pikmin to work to build a second bridge. Whilst this is happening, you can go and get

yourself three or four yellows (with bomb-rocks) and finish off the white gate if you like, if not, remember to do it tomorrow. Okay, once the bridge is built send 50 Pikmin to collect the Gluon Drive and

return to the onions collecting any carcasses as you go. Once the ship part is delivered, you can congratulate yourself on a day's work well done.



## Day 16 - The Distant Spring

### Objectives

Recover Zirconium Rotor

### Difficulty 3

Take one hundred blue Pikmin and head to the white gate you finished off yesterday. Walk along the water's edge and take out the two Yellow Wollywogs. Be careful when they jump into the air, as they flatten any Pikmin beneath them when they land. The best way to deal with them quickly is to swamp them with Pikmin when they're on the ground, as this stops them jumping. Okay, once the Wollywogs are dead set your Pikmin to work on the white gate on the waters edge. Once this is down, let 30



Pikmin collect and deliver the Zirconium Rotor then set your remaining Pikmin onto the black gate opposite.

This gate takes an age to destroy, but when it finally falls, take your Pikmin through and follow the path around. You notice this place as the area behind the black gate you destroyed near the onions. Make your way through this area, taking out the Dwarf

Bulbears as you go, then head out to the onions through that black gate.

Put all your blue Pikmin away and grab as many reds as you can and head back into the area you've just been in. Now start taking out the larger creatures and any other creatures that might be causing aggro. Once you've caused a little carnage, start hauling all carcasses and pellets back to the onions before sundown. Take this opportunity to increase your yellow Pikmin population as it's surely flagging by now. However, remember to keep boosting your reds as the combat only gets tougher. <

## Combat Clear-Up

Unless you're on a particularly slow day, we suggest that you leave clearing all the bodies and pellets left behind after a scrap until the end of the day. It is important to collect them and build up your Pikmin population, but it's best to finish the tasks of the day before calling in the cleaners.



## Day 17 - The Distant Spring

### Objectives

- Recover Bowsprit
- Recover Pilot Seat
- Recover UV Lamp

### Difficulty 5

here and you come across an Armoured Cannon Beetle. We told you how to deal with these in part one of the guide, but for the uninitiated, here's how. Wait for the beetle to suck in air then lob a few Pikmin at it. If you time it right, the beetle chokes and his armour raises of its back. You can now throw your Pikmin at the red area and damage it. If you miss when throwing your Pikmin at the

blowhole, the beetle launches a boulder very quickly, so get Olimar and your Pikmin out of the way. Once the beetle is taken care of, he drops the Bowsprit. Leave it for now and head out of the alcove to the pile of wood. Build a bridge and smash down the white gate then send 30 Pikmin to deliver the Bowsprit and take the rest off to the left and down the hill to find the Pilot's Seat in another alcove. Get this en route to the ship then head back yourself and regroup.

You should just about have enough time to get the UV Lamp, which, by the way, isn't a necessary item. Anyway, grab about 20 yellow Pikmin and head back to where you just killed all the creatures (past the black gate from the onions). To your right you see a raised ramp. Chuck your yellows up to it then take Olimar left and go up the slope to meet your Pikmin. Throw them up onto the next level then drop down and come up the slope to meet them again, then walk along the path to find the UV Lamp on a high ledge. Throw ten yellows up to collect it then get back to the onions and get ready for bed before sundown.

### Critter Control

The later levels have some very confined spaces and narrow ledges. Though none of your Pikmin die from a fall, it's very frustrating to reach a ledge and then have to start again because some of your Pikmin have fallen off. Which is where the C-stick comes in handy. As soon as you get onto a ledge, push the C-stick to the nearest wall and your Pikmin follow, keeping them away from the edge. Make sure that you keep using the stick as you negotiate these narrow spaces or you undoubtedly lose some Pikmin as you travel.

You may have noticed ship parts are a little thin on the ground over the last few days, so we'll make up for it today and get ourselves a nice little haul of

three parts. Take a hundred red Pikmin at the start and run into the area where you've just taken out all the Bulbears. Head left past the water and you see an alcove with flames bursting out of the floor. Head through

## Day 18 - The Distant Spring

### Objectives

- Recover Massage Machine
- Recover Interstellar Radio

### Difficulty 5

Take a full complement of blues and head over to the yellow onion. From here you see a piece of land jutting out into the lake. Take your blues over there and kill all the creatures in the area. On the other side is a pile of wood, so set your Pikmin onto it to build yourself a bridge. When this is done go and take out the Bulborb then get your Pikmin to deliver the Massage Machine (from the beach). Follow them back and collect all of the bodies from the earlier battle.

Now, making sure that you have one hundred blues, head over to the group of tiny islands where you found the huge egg containing the Smokey Progg. From here go right and take out all the Water Dimples then look for the huge Puffy Blowhog, which has the Interstellar Radio inside it. There's no real tactic to defeating the Blowhog, just lob

as many Pikmin at it as humanly possible. Try to control your Pikmin using the C-stick and try to avoid getting directly in front of the Blowhog. If he starts to blow he won't kill your Pikmin, but things start to get very messy and it takes an absolute age to finish him off. Once you do manage to kill him, you receive the Interstellar Radio. Send some Pikmin to take it back to the ship then spend the rest of the day collecting all the bodies and pellets that left behind after the battles.



### Super Throw

To make Olimar throw Pikmin faster, simply use the C-stick to move them closer to him as you throw. Simple, but very effective when taking on some of the tougher creatures in the game.

## Day 19 - The Distant Spring

### Objectives

- Recover Ionium Jet (2)
- Recover Chronos Reactor

### Difficulty 5

We've nearly got all the parts and we've still got 11 days left. Good, eh? Anyway, enough back-slapping, let's get on with it 'cos things are getting tough. Once again, grab a hundred blue Pikmin then head out through the gate by the blue Onion. Run across to the lake on the far side of this area and attack the Puffy Blowhog, then run into the lake and kill the three Water Dimples. After the area has been made safe, go over to the far shore and you see a raised path. Throw about 30 blues up

onto it then use the waterspout to get Olimar up. Head right along the path and you see the Ionium Jet on a platform across the gap. Line up with your cursor then fling 15 Pikmin across to collect it and take it back to the ship.

Now, grab all your blues and head over to the raised square area near to where you entered the lake. You recognise it as it has a waterspout below it and a yellow Candy Pop Bud on it. Throw 30 Pikmin up then use the waterspout to get Olimar up. Lob all of your Pikmin into the flower so they turn yellow, then look for the beach with the blue Candy Pop Bud. Throw all your yellows onto the beach (being careful not to drown)



# THE FINAL TRIAL

## Day 20 - The Final Trial

### Objectives

No parts; just build bridges and destroy gates.

### Difficulty 3

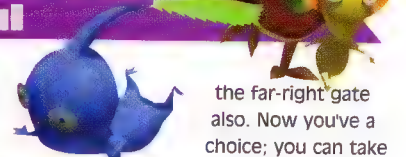
Nearly there, but you can guess things aren't going to be easy from here on in. Grab 85 blue Pikmin and five yellow. Set your blue Pikmin onto the wood across from the shore then grab five yellows and switch to overhead view. Throw them onto the island to the right from the shore, then run across and join them. Head onto the stone slope at the edge of this island and throw the yellows across the gap then use the waterspout to join them. From here, throw them up to the next ledge to collect the bomb-rocks then get them back across the island to the start area. Make sure when collecting the yellows after they've been thrown that you tag them, rather than call them. With the new bridge built, take your yellows across to the white wall and blow it up. Run them back to the shore and collect your blues and start work on the next bridge.

Whilst this is happening, go and call ten Pikmin from the red onion and head to the left of the first bridge. There's a path with flames all along it. Throw all your red onto it then drop Olimar down into the water to the right. Call your Pikmin on the flaming path

then run around to the right and under the bridge (best to go into overhead view). Just past the bridge you see a cardboard box which you should direct the red Pikmin to using the C-stick. As they start to push, your blue Pikmin should run through and help. Once the box is out of the way, take all your red and blue Pikmin and smash down the white gate. Enter the sandy area and smash down

the far-right gate also. Now you've a choice; you can take on Emperor Bulblax now

(the final task) or head back and tuck in for the night so that you've got a full day to fight him. If you're going to leave it for the day, be careful not to wake him when you go past. Either way, the solution to defeating Emperor Bulblax is on day 21...



## Day 21 - The Final Trial

### Objectives

Recover Secret Safe

### Difficulty 5

And so it ends. Well, there's just the part about killing Emperor Bulblax and recovering The Secret Safe. Grab 80 red and 20 yellow Pikmin and head across both bridges to the sandy area. Take your 20 yellows and head through the area with Bulblax to the far gate, where just beyond you see some bomb-rocks. Collect them and come back to the rest of your crew near to the first gate. Divide your Pikmin and grab one bomb-rock-toting yellow. The idea is to get Bulblax to eat a bomb-rock, but it takes some time. Stand outside the gate (he can't get you here) and wait for him to face you. Watch for his mouth to start dripping saliva, then throw your yellow Pikmin with

bomb-rock. Call him back quickly and he leaves the bomb-rock just in time for Bulblax to pick it up with his tongue. If the bomb-rock goes off inside of him, grab all your reds and steam in to attack his head. You need to repeat this process several times in order to get anywhere. Things to watch out for are his lick attack and jump attack. The best way to avoid them is to make sure that all of your Pikmin are safely past the gate when Bulblax recovers from a bomb blast and subsequent attack. Be careful towards the end of the battle as Bulblax starts to jump a lot, but as long as you keep close to the gates you should be alright.

Once you've defeated Bulblax, you can collect the Secret Safe, which is the final part of the ship. With this in place, Olimar can go home. Yippee! ■

## Can't Count, Won't Count

Throughout the guide, we've given you the exact amount of Pikmin we used to do certain tasks. These numbers aren't gospel, though. Try experimenting and you may come across ways of completing tasks quicker and easier. Remember Pikmin is a very open game, so interpret our solution how you like. Just remember if you don't have all 30 ship parts after 30 days, Olimar is in deep trouble.

them) then drop down with Olimar too. You see the Chronos Reactor on a high ledge in the corner. Throw your Pikmin up to collect the ship part and as soon as your Pikmin drop down with it herd them up and switch them to blue using the Candypop Bud. Now get the blues to take the Chronos Reactor back to the ship to finish the day, and The Distant Spring. Give yourself a pat on the back again, but don't forget to collect all bodies and pellets before you turn in for the night. Also, as we're not coming back here, make sure that you pick all Pikmin sprouts from below the onions before the end of the day.

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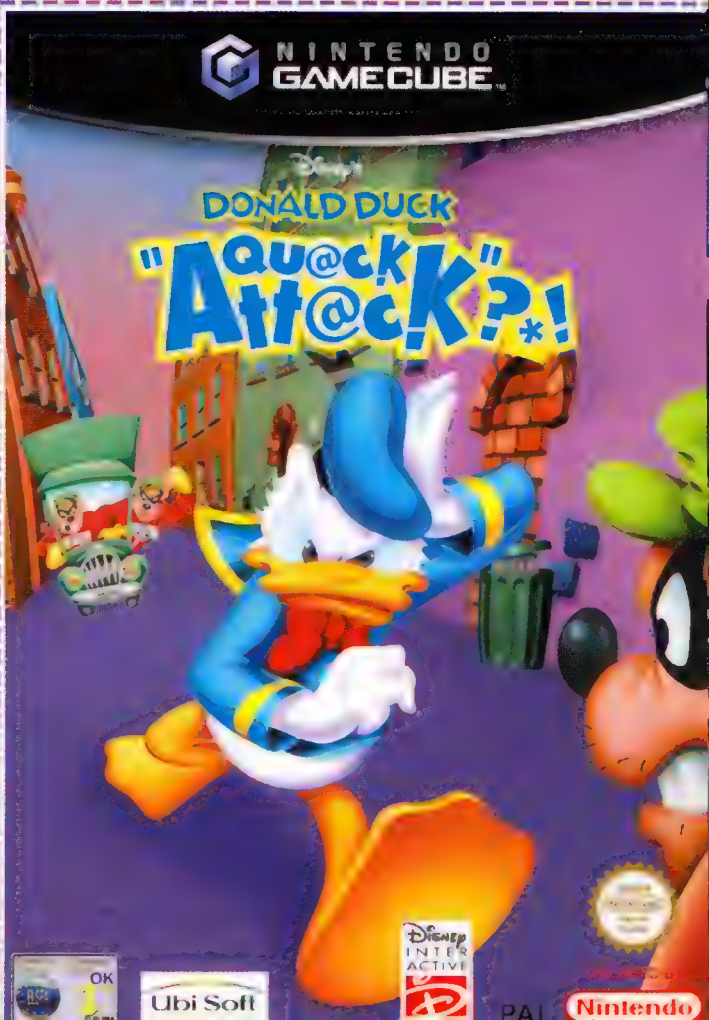
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# MIB

We don sunglasses and go **undercover** to get the latest from **Will Smith** and his crew mates on the return of your favourite alien-busting agents.

Universal scum watch out – the Men in Black are back. It's five years since the *MIB* phenomenon landed on planet earth. The film – featuring undercover alien enforcement agents Jay and Kay (Will Smith and Tommy Lee Jones) – grossed over \$587million world wide and literally took over the planet. You couldn't walk down the street without seeing someone in Raybans, newscasters even read their reports in the sunglasses and *that* tune refused to be evicted from your head.

Now, Jay and Kay are back - with even more aliens and even more guns to splat them with (look out for the Really Big Bazooka, a bazooka that's, er, really big). This time, the duo have to take on Serleena (Lara Flynn Boyle) – a minging root-like alien who disguises herself as an eye-popping lingerie model while carrying out her evil plot to take over the world. The usual stuff then.

Director Barry Sonnenfeld has kept the fans' favourites from the first movie while bringing in some new characters to liven up proceedings. Jay, Kay, Zed, Frank the Pug, the Worm Guys and Jeebs the Pawnshop owner all return while *Jackass* star Johnny Knoxville has joined the cast as Serleena's simamense sidekick – playing both heads himself! Other aliens to look out for will be Flap Jack, Split Guy, Squid Guy, One Eye Guy and Robo Squid. But don't get these ugly muthas confused with Michael Jackson who pops in for a cameo.

**ANTICIPATION RATING: 9/10**

Rosario loved to hang with the girls from Big Brother





Worm News was the final straw for digital viewers.

# Cast and Crew for **MIIB**

Directed by  
**Barry Sonnenfeld**

## Earthlings

Tommy Lee Jones	Agent Ray
Will Smith	Agent Jay
Linda Fiorentino	Fila
Rip Torn	Zed
Patrick Warburton	Agent Tan
Rosario Dawson	Rita
Jack Kohler	Ben

## Aliens

Tony Shalhoub	Joche
Lara Flynn Boyle	Serleena
Johnny Knoxville	Scrad
John Alexander	Jarra
Kevin Grevioux	Pined Eye
Derek Mears	Mosh Tendrils
Jeremy Howard	Bird Person
Mary Stein	Bird Person
William E. Jackson	Eye Guy
Sonny Tipton	Dog Poop
Michael Garvey	Corn Face
Doug Jones	Joey



Uncle's party trick made the children cry



The boys waited in Lara's dressing room.

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REVIEWS!

# THE LORD OF THE RINGS



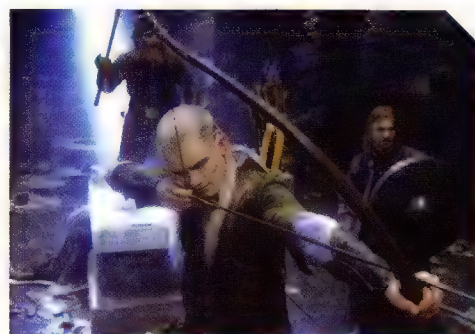
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The story, for those of you living under a rock for the last few years, is about a powerful ring that falls into the hands of a hobbit, Bilbo Baggins. Old and weary, Bilbo passes it on to his young nephew, Frodo, and with it a perilous quest to journey across Middle-earth, deep into the shadow of the Dark Lord and destroy the Ruling Ring by casting it into the Cracks of Doom.

special treatment with what must be the most extensive list of superb extras seen yet in a DVD package. With everything from behind the scenes footage, interviews, music videos, game previews, trailers and a preview to the next film.

As the start of a trilogy, *The Lord of the Rings: The Fellowship of the Ring* film leaves you begging for more. And you'll get it, with further packages planned.

This epic and triumphant start to the trilogy gets very



**FILM FACT** The DVD version of *The Lord Of The Rings* is set to have three varied DVD boxsets releasing up until Christmas when the sequel hits cinemas post Harry Potter.

**SUM UP** Jackson's ambitious epic compression of J.R.R. is awesome and unmissable.

## INFO

DIRECTED BY: .....PETER JACKSON  
DISTRIBUTED BY: .....ENTERTAINMENT FILMS  
RUNNING TIME: .....180 MINS  
RELEASE DATE: .....THEATRICAL CUT AUGUST 6TH  
RRP: .....£24.99 (DVD) £16.99 (VHS)  
CERT: .....15

- EXTRAS:** .....THEATRICAL TRAILERS (3 IN ALL)
- 10-MINUTE PREVIEW OF THE TWIN TOWERS
  - THREE IN-DEPTH DOCUMENTARIES
  - WELCOME TO MIDDLE-EARTH (IN-STORE SPECIAL)
  - THE QUEST FOR THE RING FEATURETTE
  - 8 SHORTS ORIGINALLY CREATED FOR LORDOFTHERINGS.NET • ENYA MAY IT BE MUSIC VIDEO
  - AN INSIDE LOOK AT THE SPECIAL EXTENDED DVD EDITION
  - PREVIEW OF ELECTRONIC ARTS' VIDEO GAME

# KISS OF THE DRAGON

CHINESE INTELLIGENCE OFFICER GOES TO PARIS ON ASSIGNMENT AND BECOMES EMBROILED IN A DEADLY CONSPIRACY. KICKS PEOPLE IN THE HEAD A LOT, TOO.

In *Kiss of the Dragon*, Chinese undercover agent Li chops his way through Paris after he's framed in some sketchily defined drug sting. The fight sequences are tough and quite brutal, and the over-the-top finale is arguably worth the price alone. Li takes on the entire Paris Police Bureau, working his way up toward police chief Tch ky Karyo's office through waves of cops, a pair of peroxide-blond twin henchmen, and a whole class of kung-fu cadets.

Co-screenwriter Luc Besson should know by now what makes for a nifty genre piece, but the woeful dialogue is a shame, and there aren't nearly enough action sequences to get your blood boiling. Poor Bridget Fonda gives it the old school try in a thankless role as an ex-junkie prostitute whose daughter is being held captive by duplicitous police chief/drug lord/pimp Karyo (who fairly inhales the scenery). Overall though the fight scenes there are and the quality of the DVD package (extras wise) make this an action junkie must see-movie.



STARRING:  
JET LI, BRIDGET FONDA AND TCH KY KARYO

## INFO

DIRECTED BY: .....CHRIS NAHON  
DISTRIBUTED BY: .....SILVER VISION  
RUNNING TIME: .....195 MINUTES  
RELEASE DATE: .....OUT NOW ON VHS AND DVD  
RRP: .....£19.99 RRP  
CERT: .....15

### EXTRAS:

- 2 STORYBOARDS ANALYSED • STILL GALLERIES
- COMMENTARY BY DIRECTOR AND ACTORS

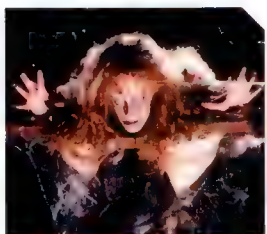
## SUM UP

If you fancy a night of top class fighting, Jet Li will more than fill the gap. Awesome.



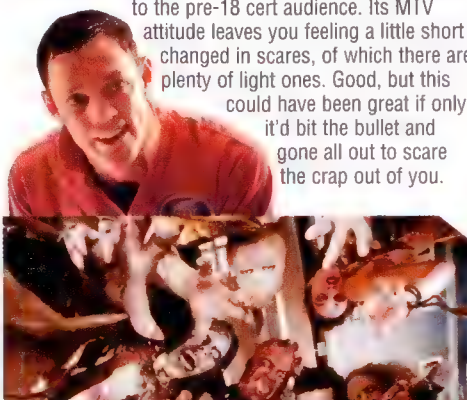
# THIR13EN GHOSTS

A FAMILY INHERITS A SPECTACULAR OLD HOUSE FROM AN ECCENTRIC UNCLE. THERE'S JUST ONE MAJOR PROBLEM: THE HOUSE IS LITTERED WITH GHOSTS!



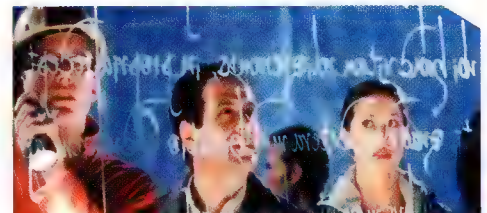
As mentioned, a broke, dysfunctional family inherit their mad uncle's mansion. A palace of glass walls that seems like a dream come true for the poverty stricken owners. What follows is a betrayal by

the dead Uncle's lawyer and a series of booby traps that locks them in. To make matters worse they're not alone, as 13 ghosts trapped in the basement start running riot starting up a machine that will open hell, or something. Interesting concepts are let down by its need to appeal to the pre-18 cert audience. Its MTV attitude leaves you feeling a little short changed in scares, of which there are plenty of light ones. Good, but this could have been great if only it'd bit the bullet and gone all out to scare the crap out of you.



## SUM UP

Not great. But this is action packed and twisted enough to keep most horror fans happy.



FOR MORE ON  
DVD/VIDEO REVIEWS  
BUY ISSUE 3  
ON SALE NOW!



## INFO

DIRECTED BY: ..... STEVE BECK  
DISTRIBUTED BY: .....COLUMBIA TRISTAR HOME VIDEO  
RUNNING TIME: .....87 MINS  
RELEASE DATE: .....OUT NOW TO BUY ON DVD/VIDEO  
RRP: .....£19.99(DVD) £9.99(VHS)  
CERT: .....15

### EXTRAS:

- DIRECTORS COMMENTARY
- 12 GHOSTLY FEATURETTES - 1 FOR EACH 'WICKED SPIRIT'
- MAKING OF
- THEATRICAL TRAILERS

## TOP FIVE SUMMER ESSENTIALS

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## MINI WATER FAN

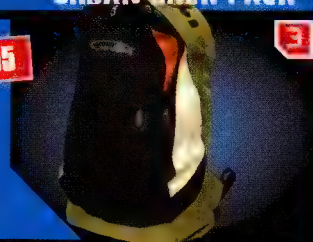
£7.99



If you're getting a bit steamed up, cool off with this portable personal air-conditioning unit. Give the trigger a squeeze as the foam-bladed fan whizzes around and a fine spray of water will chill you out.

## URBAN BACK PACK

£12.95



This Tardis-like bag can hold up to 20 litres of stuff (that's around six Geri Halliwells, stat fans). Note, Rated does not condone the use of rucksacks as body bags for annoyingly pipsqueak pop stars. Bin bags are much cheaper.

## BEER KEY (CHANGE)

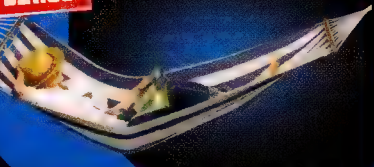
£7.50



Opening bottles with your teeth may impress the ladies, but looking like Shane McGowan doesn't. So, save your gnashers (and loads of cash on dental fees) with this handy key-shaped bottle opener.

## HAMMOCK

£21.95



Emptied your bag, cooled your face, and drank your pop? Time for a kip, then. Just tie the hammock to a couple of sturdy trees/poles/unsuspecting bystanders and away you go.

## STUFF &amp; NONSENSE

Welcome to the **stuff and nonsense** section. Rated's regular look at **Gadgets, Games, Toys, Hardware, Mobiles, and more...**

## SOUNDBUG

## INFO

NAME:  
SOUNDBUG  
PRICE:  
£34.95  
OUT:  
NOW!  
WEBSITE:  
www.firebox.com

£34.95

**RATED**  
7/10



Plug the Soundbug into a music device and attach its sucker base to any hard surface and Bob's your auntie's brother's lover (as they say in Texas) – you've got an instant take-anywhere speaker. Showers, windows, walls, doors, desks, books, and girlfriend's breasts (it has been known!), can all soon be blasting out the latest choons before you know it. It works thanks to some extremely complicated scientific gubbins involving coils and vibrations and forces and stuff. It's even got an energy saving feature which turns the Soundbug off whenever the music stops so it won't chew up your batteries and if you combine two you can have stereo sound. It's not going to burst anyone's eardrums and it will never win any phattest-bass awards, but what more do you what for £35?

## MINI RADIO

£9.95

Need a radio to go with your Soundbug speaker? For just a penny less than a tenner you can pick up this micro marvel. Just 1.5cm thick and 5.5cm square this radio is as small and crisp as Tom Thumb's pants. Where they fit all the technical wizardry is anyone's guess but it must be there somewhere because it sounds fantastic.



## INFO

NAME:  
GREAT SOUND  
MINI RADIO  
PRICE:  
£9.95  
OUT:  
NOW!  
WEBSITE:  
www.iwantoneofthose.com

**RATED**  
8/10

# MULTI GAMES TABLE

## INFO

**NAME:**  
MULTI GAMES  
TABLE  
**PRICE:**  
£249  
**OUT:**  
NOW!  
**WEBSITE:**  
[www.iwantoneofthose.com](http://www.iwantoneofthose.com)

Not since naked Twister has one box offered so many possibilities. This clever table includes no less than seven great games and is perfect for those with the concentration span of a hyperactive gnat. One minute you can be enjoying the mayhem of table football or air hockey, and the next strutting coolly round a pool table like Paul Newman. Getting beaten at chess? Simple, just flip the table over and wipe the grin off your mate's specy face with a game of table tennis. For those more relaxed moments there's also skittles and shuffleboard, and when you've finished, all the games stack neatly on top of each other for easy storage.



£249

**RATED**  
9/10



# KUNG-FU HAMSTER

£12.99

**RATED**  
6/10

For stupidity, this all-singing kung-fu fighting hamster would beat even Big Brother's resident idiot Jade into second-place. But, as the 'loveable' game show contestant has proved, the dimmest things can often be the most entertaining (Brian Connelly excepted). Why? We don't know, but once you've set the rodent into action it becomes almost impossible to turn off. Armed with mini nunchakus and bag loads of attitude, you'll wet your pants watching the kung-fu hamster dance like a butterfly to the Carl Douglas classic hit Kung Fu Fighting.

## INFO

**NAME:**  
KUNG - FU  
HAMSTER  
**PRICE:**  
£12.99  
**OUT:**  
NOW!  
**WEBSITE:**  
[www.tiggypig.com](http://www.tiggypig.com)

# OLYMPUS DW-90 DIGITAL VOICE RECORDER

## INFO

**NAME:**  
OLYMPUS DW-90  
DIGITAL VOICE REC  
**PRICE:**  
£99.99  
**OUT:**  
NOW!  
**WEBSITE:**  
[www.olympus.com](http://www.olympus.com)

Perfect for budding journalists, students or those who just want to go around making inane 'notes to self' à la Alan Partridge. The DW-90 from Olympus is a lightweight (65g), tiny (81x47.5x22.5mm), gun-shaped digital recorder that can capture conversations from up to six metres away thanks to its directional microphone. Once you've collected your material, an impressive 90 minutes of recording can then be downloaded to a PC using the USB cable supplied. The DW-90 offers three separate folders, each of which can file up to 100 notes. Top.



£99.99

**RATED**  
9/10

## GAME FOR A LAUGH

TOP 5 COOLEST GAMES PROVING THAT THERE'S MORE TO LIFE THAN TV...

### CRANIUM

1



£29.95

A board game decaction which tests your ability to think, hum, draw, compute, build, work out, recall and perform. You never know what kind of question, task or teaser you're going to get and it certainly wipes the grin off the Trivial Pursuit know-alls and Pictionary posers.

### FRIDGEPLAY

2



£9.95

Stuck in the kitchen with Barry Boring at a party? Fridgeplay is here to save the day! Magnetic pieces let you play chess or draughts on the fridge door. While away hours while your 'mate' can bang on about politics and the like to his heart's content.

### POWERBALL

3



£24.95

Originally designed to improve the wrist muscles (leave it!) this little ball is surprisingly addictive fun. After setting the inner section spinning, rhythmic circular hand and wrist movements make it go steadily faster. Get frustrated as you try to beat your score.

### SERVE N' SLAM PING PONG

4

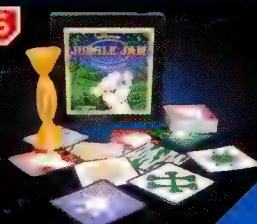


£12.95

You're never going to become an Olympic champion playing on this shrunken (22x11x11) table but who gives a monkey's chuff when it's such a laugh. The sight of two players hunched over the table trying to keep the game going never fails to raise a titter or two.

### JUNGLE JAM

5



£14.95

Alcohol-fuelled Snaps. Be warned, it can get violent.

# DON'T MISS ISSUE 4 OF **RATED**

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**thinIce**

# NEXT MONTH

PREPARE FOR A VERY SPECIAL ISSUE OF G-FORCE...

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## GUESS WHO'S COMING TO THE GAMECUBE?

### Super Mario Sunshine

- exclusive review and DVD footage!

### Plus...



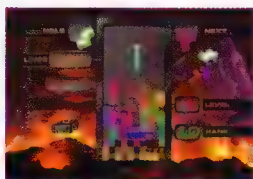
#### Resident Evil

Full UK review of the original survival horror game.



#### Eggo Mania

Madcap puzzle antics in the Tetris mould.



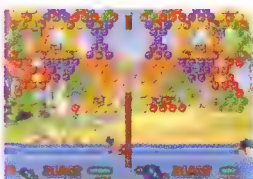
#### Tetris Worlds

The return of the most popular puzzler in console history.



#### MX Superfly

The biking bonanza continues with this dirt-bike thriller...



#### Worms Blast

We've been expecting this one for the last two issues. It might yet arrive next month...

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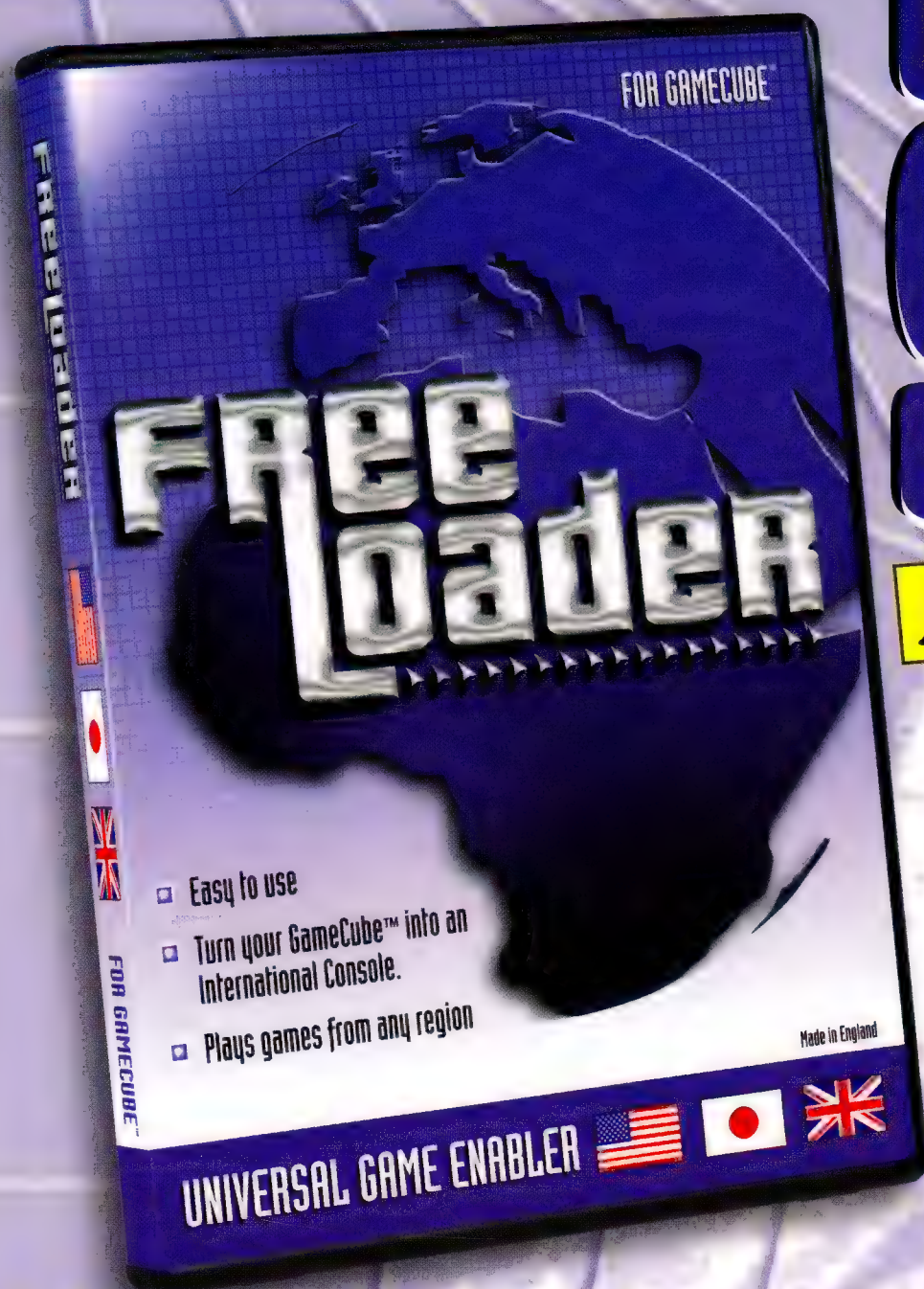
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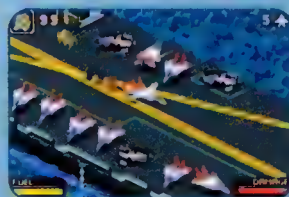


ZOOCUBE - IS IT THE CUTEST, COOLEST PUZZLER EVER TO HIT THE ADVANCE?

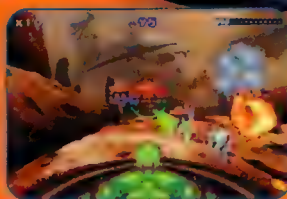
# GBX

GAME BOY XTREME MAGAZINE

## TOP GUN: Firestorm Advance



This Desert Strike-inspired blaster is a real tough cookie. Take to the skies with our full review!



## Star Wars Episode II: Attack of the Clones

Star Wars games have been of mixed quality recently, but is The Force strong in this one? Find out inside...

### REGULARS!

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# THE FIRING LINE

Check out some of the great new games heading for the Advance...

## ECKS VS SEVER 2

The best GBA first-person blaster is back, bigger and better than before!

The world has changed. Freedom has been compromised. Terror attacks on innocent people are on the increase. And ex-FBI agent Ecks and ex-NSA operative Sever are back, in another action-filled game that advances the boundaries of First Person Shooters

on the Game Boy Advance. Whilst Ecks follows up leads on home soil, Sever takes the battle to the front, infiltrating suspected sleeper groups based overseas and closing in on their chain of supply. One company's name crops up particularly frequently during their investigations – Global

Operations Defence Systems (GODS). Events take a dramatic turn when Sever discovers not only is GODS a principle provider of weapons to many rogue states, but they have also managed to procure a Russian suitcase nuke, missing since the end of the Cold War. Only Ecks and Sever can save the world from certain nuclear holocaust...

*Ecks Vs Sever 2* offers over 24 single player missions, playing as former FBI agent Ecks or rogue NSA agent



Sever, and five modes of multiplayer action, including two-player co-operative campaigns, Deathmatch, Assassination, Bomb Kit and Capture The Flag. Explore bigger and more realistic areas in actual locations in the United States and the rest of the world, with vast-

ly-improved enemy AI reacting to sound, sight and threatening situations. The first *Ecks Vs Sever* game is still the finest action title on the Advance. If developers Crawford can better it, *Ecks Vs Sever 2* could prove to be this year's Christmas must-have.

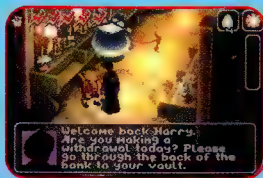
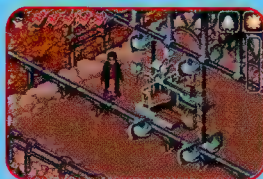


## HARRY RETURNS IN A SECOND GBA GAME

...Look out for Harry Potter and the Chamber of Secrets!

*Harry Potter and the Philosopher's Stone* was a surprise hit on the Advance, offering in-depth RPG action with the potential to appeal to Potter fans and non-fans alike (though we doubt many non-fans bought it). With a second movie on the way, Hogwarts' most famous pupil is making a GBA come-

back, once more courtesy of Electronic Arts. Boasting an entirely new engine, the Game Boy Advance game showcases rendered elements from the console titles. Utilising the GBA Link, Game Boy Advance players can hook into their Game Cube game, transferring maps, magical



items and secret spells for added value.





## MORE SILVER-BALL ADVANCE ACTION

Pinball Advance delayed, but still on the way...

Pinball Advance was due to hit the shelves in the Summer, but now it's not expected until September.

The game features full logic control, so the game acts and feels like a full-sized pinball table, and the

advanced controls allow pinballers to control the flippers and plunger as well as tilt left, right and up. Furthermore, for that all-important touch of silver ball authenticity, other options include genuine 'screen shake' and an unobtrusive and innovative system for detailing backboard information, such as high score and multiball modes,

via thousands of dotmations. With over 40 tub-thumping music tracks and more than 300 swooshing pinball sound effects, Pinball Advance also sounds like the real thing and gives players the feeling of playing inside a real arcade. It could give the excellent Pinball Challenge Deluxe a run for its money...



## ACTION REPLAY RELAUNCHED!

New name and more games for the best game enhancer ever...

Datel has relaunched its amazing Game Boy Advance game enhancer at a knock-down price, and beefed up the number of pre-installed codes too. The Action Replay (previously known as the Action Replay GBX) is now £10 cheaper, selling for £19.99 instead of £29.99. More codes have been added to the already-impressive batch of ready-made game enhancements. There are now 1500 pre-installed cheats, and you can still add further codes by entering them into the AR's excellent code management system or downloading them from the Internet using the cable included with the cart. Datel's dedicated team of games experts create new codes every month, and the best of them are printed in GBX. You can also download them from [www.codejunkies.com](http://www.codejunkies.com) or on Datel's premium-rate phone line on 09064 774477. The new-look Action Replay is in all good games stores now.

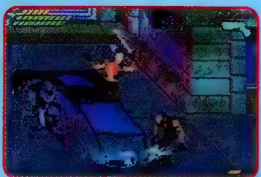


## MINORITY REPORT

The game of the film is coming to the Advance too...

Further to this month's hot DVD footage of *Minority Report* on the Cube, we're pleased to report it's also coming out on the GBA. *Minority Report* puts players in the role of a PreCrime Police Officer wrongfully accused of murder. Throughout the third-person action/adventure game, players explore many of the locations from the film, as well as make use of advanced weapons and gadgets straight out of the

movie in an attempt to clear their name. *Minority Report* GBA will be released in November 2002



## ONE GAME TO RULE THEM ALL...

Lord of the Rings: The Two Towers coming to GBA



Electronic Arts is to bring the world of JRR Tolkien to the handheld. *Lord of the Rings: The Two Towers* is an action/strategy thriller that follows ringbearer Frodo Baggins through the first two movies adapted from the LOTR trilogy, *The Fellowship of the Ring* and *The Two Towers*. Players to take control of four characters; Aragorn, Legolas, Frodo and Gandalf

the Wizard. Linked play accommodates two-player multiplayer action via the GBA Link Cable. The game will be released this Autumn, to coincide with the cinematic release of *The Two Towers*.



# ZOO CUBE



Looks like even the puzzlers are going 3D these days. Oh wonders what's going on...

**O**K, so a mad scientist has turned the world's animals into colourful shapes, and the only way to turn them back is through matching them up on a rotating cube. No, I don't know why they bother either. Still, ZooCube's a quirky new puzzle game with a heavy 3D element, and like all good puzzlers, it's the simplicity of the idea that makes it work. The eponymous cube sits in the centre of the screen, and you can rotate it in all directions to meet the shapes that come flying towards it. All you've got to

do is match shapes of the same type to make them disappear, but if one side of the cube ever has more than five shapes stuck to it, you lose. That's really all there is to it, but as you might imagine, it's a hell of a lot harder than it sounds. At first the controls seem horribly unintuitive, but that's kind of the point – getting used to how the

cube rotates is half the game, and it gets a lot easier with practice. Then you've got to deal with where to put the shapes and when to shuffle the order, and with up to three shapes coming in at once, that's no easy task.

## New Cube

It's refreshing to see a new puzzle game that deviates so far from the Tetris falling-block style. While matching up colours has been done before, the 3D element completely changes the play. Thinking in the hypothetical third dimension takes some getting used to (strangely enough), but it is satisfying when you can instinctively spin the cube the right

way to catch three shapes in a row.

It's more about reflexes and spatial awareness than puzzle-solving, but it's a good mix and the formula works. With two-player Co-Op and Vs available it's a fair package, but we would have

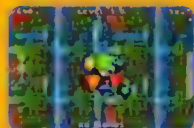
liked to see a few more options and game modes. Still, it's one of those puzzlers you can keep coming back to for an occasional blast. It won't take over your life, but maybe that's not such a bad thing after all.

**Oliver Lan**



Oh, Zoo CUBE, I get it

Yes, freedom's also coming out on GBA – the same game is also, but packed with animal noises and nature sounds. One of its bonus features, which is that version...



With two big columns like this, it's almost impossible to avoid adding other shapes to them by accident. Shafted!



The little bonuses appear when you press A to hurry a shape, so be quick to get extra points.

**XTREME  
RATING**

## Uppers

- + Innovative 3D puzzling.
- + Good learning curve.
- + Addictive.

## Downers

- Nondescript graphics.
- No animal noises!

## Summary

A new spin on Tetris style puzzle games and definitely worth a look.

**81%**

# STAR WARS EPISODE II: ATTACK OF THE CLONES



Tim Wright has a look at the latest Star Wars tie-in and asks, 'Is it as bad as all the others?'



STAR WARS  
EPISODE II: ATTACK OF THE CLONES  
GAME BOY ADVANCE  
1-800-955-9999

To be honest, *Star Wars* games have been a bit on the poopy side for a very long time. Sure you get the odd *Rogue Leader* or *Episode One Racer*, but mostly we get lumbered with *Jedi Power Battles* and the like. Eugh! So, here's the official GBA game based on the recently-released second part of the first trilogy from George 'I won't admit Jar Jar was a bad idea no matter what you say' Lucas. It's a mix of side-scrolling saber-'em-up and into-the-screen shooter, done by the same talented

peeps who brought *Doom* to the GBA. Spread over some 11 levels, the action is made up mostly of controlling a very large-pixelled character based on Anakin, Obi-Wan or Mace Windu, waving a lightsaber around and doing a lot of jumping, swinging, kicking and general blowing up as he goes. The three shooty bits that show off how funky the GBA is at 3D have you swooping through city streets, weaving through an asteroid field chasing another ship and attacking ground targets in a desert region.



These are easily the best parts of the game, which is unfortunate as there are only three of them, and for the rest of the game you simply walk from left to right killing stuff over and over again.

## Scroll Wars

The side-scroll bits are pretty long and have no restart points, making them very dull when you keep coming a cropper inches from the end, and have to start over from scratch. Graphics-wise, these areas sport some big sprites and play quite well, while the shooty sections, while being a bit pixelly, move fast and play very nicely indeed. For you music buffs, there's a nice long sample of the Star



Following the failed assassination attempt, Obi-Wan Kenobi and Anakin Skywalker are assigned to protect

Nice stills that spoil the film for you.

Wars theme to gurgle over and lots of familiar clips during the levels. In all, it's not too bad, just repetitive, and it's such a shame there aren't more shooty sections and fewer of the fairly dull platforming bits. Plus, because it follows the plot of the film, so it spoils things if you haven't seen it already. My advice? Get some passwords for the shooting levels and rent it for the weekend.

Tim Wright



The best bits by far!

## What We Really Want is...



## Uppers

- + Great shooting levels.
- + Top-notch music and graphics.

## Downers

- Platforming sections are somewhat yawn.
- And there's too many of them.

## Summary

Smarter than the average Joe-in, but far too repetitive to be a winner.

69%



GAMEBOY ADVANCE  
 TITLE: SCOOBY DOO  
 PUBLISHER: UTA  
 DEVELOPER: UTA  
 NO. OF PLAYERS: 1  
 SAVE SYSTEM: BATTERY BACK-UP

In *Scooby Doo*, you must solve the mystery of Spooky Island. A ghost is running amuck throughout the hotel and scaring away all the customers. You must roam its halls in search of clues, completing mini-games in your quest to find

# SCOOBY DOO

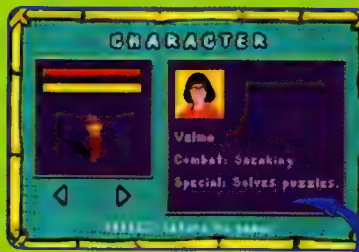
**They'd have got away with it if it wasn't for that pesky Jamie...**

the evil schemer running around with bed linen on his head. You know the score. The game's graphics are reasonable. Unfortunately the whole thing runs at a snail's pace and quickly becomes very annoying. The mini-games may be varied and challenging, but they're often not implemented well and can be quite frustrating. The first one, a clone of the classic Pipe Dream, would be quite good if only the control system wasn't so ridiculously awkward. 'Poor' is an understatement. If you're desperate for an

adventure game like this it has something to offer, but personally I'd rather spend my money on Scooby Snacks.  
**Jamie Wilks**



Classic mini-game puzzles.



All the gang are here.



**Xtreme Rating**

## Uppers

- + Official Scooby Doo licence.
- + Quite challenging.

## Downers

- Annoyingly slow.
- Sloppy mini-games.

## Summary

Not a completely terrible game, but nothing great either. Scooby-Dooby-doo!

**58%**



GAMEBOY ADVANCE  
 DAMAGE: ... £29.99  
 ON SALE: ... AUGUST 2002  
 WHO: ... TELEGAMES  
 TYPE: ... ARCADE ADVENTURE  
 NO. OF PLAYERS: ... 1  
 SAVE SYSTEM: ... PASSWORD

GAMEBOY ADVANCE	GAMEBOY COLOR	GAMEBOY
✓	✗	✗

# URBAN YETI

**Tim ponders two great mysteries; the Yeti and why someone thought this game was a good idea...**

badly implemented and downright boring game. Its publisher, Telegames, are big supporters of the now-defunct Atari Jaguar, so you spend most of your spare time playing the hideous Jag line-up; this title probably looks like a truly great game. For the rest of us, we can only hope sightings of this game on store shelves are as rare as spotting the big guy himself.  
**Tim Wright**

Actual in-game screenshot!



Owe-hah-hah-hah!



**Xtreme Rating**

## Uppers

- + Music isn't that bad.

## Downers

- Stupid concept.
- Incredibly dull.
- Awful graphics.

## Summary

Utterly stupid GTA-with-a-yeti knock-off that may just be the worst game I've played this year.

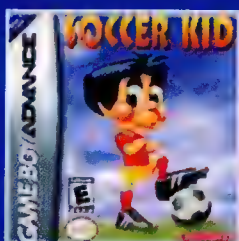
**20%**

GAME BOY ADVANCE	GAME BOY COLOR	GAME BOY
✓	X	X



Use a normal pass against most enemies. If you hit them, the ball bounces back to your feet.

REVIEWS

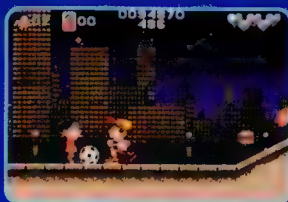
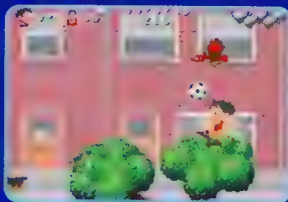


**DAMAGE:** ..... £29.99  
**ON SALE:** ..... OUT NOW  
**WHO:** ..... TELEGAMES  
**TYPE:** ..... PLATFORM GAME  
**NO OF PLAYERS:** ..... 1  
**SAVE SYSTEM:** ..... PASSWORD

# SOCCER KID



A well-timed release of an old classic, but will Oli give it the boot?



There's been a spate of Amiga ports on the GBA recently, and as well as providing a good nostalgia hit for the veterans, a lot of these titles put newer releases to shame. Take *Soccer Kid*, a platform game that's about ten years old now, but it's still full of ideas that feel original today. The World Cup has been

nicked, broken into pieces and scattered around the world. Your job is to go get those pieces, armed only with your trusty football. Armed with your football? Yep, that's the twist that makes the game – the ball you dribble through the

game is an object of death and destruction, your only means of dispatching the enemies. You can also use it to pick up items, which makes even less sense, but who cares? It's a great concept for a platformer, and works brilliantly once you learn the moves. Kicking the ball left or right is easy, but by tapping it on your foot you can also perform trick kicks and even flying headers. Bonus points are gained by killing with a special move, and they're also useful for getting hard-to-reach items. This is particularly important in collecting all the Soccer Cards, and that's what you have to do if you're after the bits of the World Cup.

## Getting tricky

Find-the-items platformers can be annoying when you've killed all the enemies and just have to hunt around, but if you want, you can ignore the cards and just try to get through the levels.

This is no easy task, and without any difficulty settings it may become frustrating, but that's the way games always were, I guess. It doesn't matter, because *Soccer Kid*'s got the charm and character to win through. With a bit of practice it becomes an absolute joy to play. The graphics and sound show their age, but retain that cheeky edge, and as a whole the game's got a fantastic emphasis on just being fun. If only that were the case for all games these days...

Oliver Lan

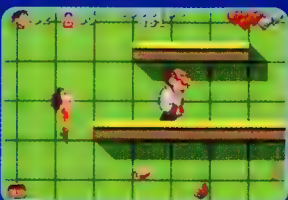
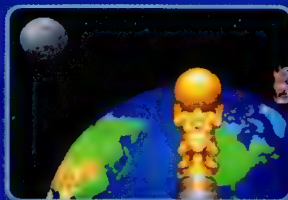
Maybe a flying header will get this card.



Jump off the ball to reach high places.

*Soccer Kid*'s up against extraordinary enemies. In England he faces Derek the Builder, in Italy the opera singer Pavarotti and some agitated clams, and in America a roving rollerblade troupe. Fearsome indeed.

## Be Afraid, be Very Afraid...



**XTREME RATING**

## Uppers

- + Great twist on the genre.
- + Loads of character.
- + Just good fun!

## Downers

- Shows its age a little.

## Summary

Platforming as it should be. Entertaining, original and fun.

90%



# PUNCH KING



Is this the boxing game we've all been waiting for? Oli gets ready to rumble...

**B**oxing always seems like a good idea for videogames, partly because you don't want to try the real thing – well, I don't, for one – and also because of the natural fondness gamers have for beating things up (in a strictly virtual sense, of course). But how do you capture the visceral nature of the sport, the gritty realism of noses being broken and blood spluttering into your opponent's eyes? Well, you don't have to. *Punch Out*, the Nintendo arcade classic, never did, and *Punch King* follows very much

in the same mould with cartoon graphics and comedy characters. Both games have you playing the semi-transparent fighter fixed in front of the camera, and revolve around timing and combos rather than pouncing about the ring. You can go for three knockdowns to defeat your opponent, or build up your attack bar to try for a KO, but either way you have to be ducking and weaving.

dodging and counter-attacking all the time.

## Molda da Bam!

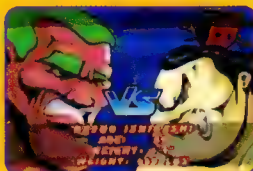
The game may have cartoon graphics that make you expect to see 'Biff!' every time you hit, but there's a serious game here. Well, I say that, but you may well not believe me when up against Tuten Kha Boom of Egypt right in front of the Sphinx. You play Tiger Armstrong, a guy with green hair, a huge chin and a manager who looks like a rotting potato, in his quest to become Punch King, and to do this you must defeat fighters from around the world. It's played stage by stage in standard arcade style, and while this is fine, the game could do with a

## Something Special

Tiger's special move is a fireball, which is a bit of a gimmick, but it's a nice touch. It's a bit of a gimmick, but it's a nice touch.



Naturally, boxing matches in India take place in front of the Taj Mahal.



Er, not quite sure what I've done to this guy.

XTREME  
RATING

### Uppers

- + Lively boxing action.
- + Surprisingly tactical.
- + Light-hearted.

### Downers

- Slightly dodgy controls.
- Graphics could be smoother.
- Not enough game modes.

### Summary

Good, light-hearted fun, but not quite the game it could have been.

78%

GAME BOY ADVANCE	GAME BOY	GAME BOY
✓	✗	✗



Remember your weapons are finite, so don't get too itchy a trigger finger. And those bombs are little use in an aerial dogfight!

REVIEWS



IMAGE: 175.99  
ON SALE: BUY NOW  
WHILE: THIS INTERACTIVE  
TYPE: ACTION GAME  
NO OF PLAYERS: 1-2  
GAME SYSTEM: ADVANCE

# TOP GUN: FIRESTORM ADVANCE



Can improved visuals alone catapult this Titus effort into Top Gun territory? Simon grabs his sick bag and investigates...

Some 15 years after the film, it's quite staggering that games based on *Top Gun* are still arriving with alarming regularity. And not unlike the GBC *Top Gun* tie-in we looked at last year, *Firestorm Advance* is tough and borrows liberally from *Desert Strike*, but nonetheless is an entertaining and challenging game.

The key difference clearly between the Color and the Advance versions are the visuals. Full credit to Titus, because not only are the graphics classy and well done (from the cut scenes right through to the in-game action), they're also clear and don't get in the way of the varying challenging missions on offer. There are 12 to tackle

in all, each preceded by a briefing and hints, and they're spread across terrains such as the arctic, the ocean and the desert. On the whole, they're tough nuts to crack as well, especially with the wealth of resistance you face as you go about your heroics.

## Buzzin' the Control Tower...

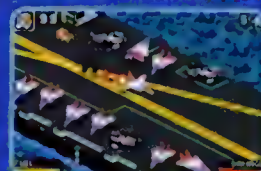
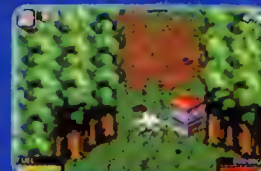
It's not a radically different game to the GBC title we reviewed over a year ago at all though, and thus it's blessed with pretty-much the same pros and cons. Desperately tricky at times, the learning curve is a bit of a git to negotiate, although to the developer's credit, each time you bite the bullet it's your fault. There are no control faults and such like to blame here. Nonetheless, younger gamers are likely to struggle, and getting sent right back to the start of a mission because you bought it near the end really grates. Yet it's still a varied and challenging game which provides quite a long-lasting challenge. Certainly the



The graphics really are very good.

added clarity of the Advance graphics does it no disservice, and with numerous aircraft to take charge of and game-play that eclipses the Advance version of *Desert Strike*, *Firestorm Advance* is a polished, attractive game that's hampered just slightly by those niggly aforementioned flaws.

Simon Brew



It can be quite tricky to follow the various sub-objectives in any one particular mission, but fortunately the task has been made easier by the in-game radar. Hit the Select button while you're playing, and an arrow on the map indicates where you should be heading next. This can also help you navigate your way through the terrain too.

## Watch Your Radar!



A nice piece of handiwork, we're sure you'll agree.



XTREME RATING

### Uppers

- + Looks great.
- + Plays well.
- + Long lasting.

### Downers

- Very hard.
- Tricky to get into.

### Summary

A challenging and addictive shoot-'em-up, for which only experienced gamers should apply.

79%

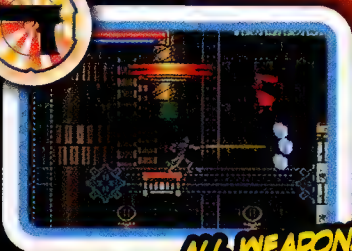
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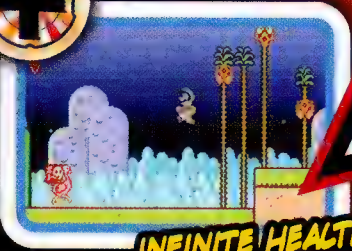
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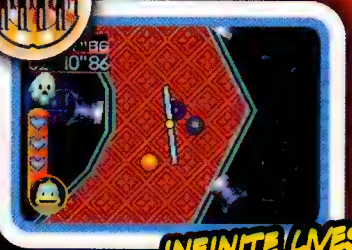
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When dealing with the Mogwals sporting their silly party hats, Stripe should jump over and attack from behind as they can only attack in the direction they're currently facing.



# GREMLINS: STRIPE VS GIZMO

Tim Wright can relate to Gizmo, and his hatred of bright light. Must be why he stays inside and plays games all day...



**GAME BOY ADVANCE**  
**GREMLINS: STRIPE VS GIZMO**  
 IMAGE: TIM WRIGHT  
 ON SALE: OCT NOV  
 INFO: BATTERY BACKUP  
 TYPE: ACTION GAME  
 NO OF PLAYERS: 1  
 SAVE SYSTEM: NONE

In *Gremlins*, you get to play as either the evil, talking Stripe, or the lovable, fuzzy Gizmo. The game boils down to 30 points: shooting, jumping and dodging. It's a lot of fun, but a number of levels borrowed from the film, whilst avoiding

environmental hazards such as scorching electric eels. The movie had their good moments, but there was always another gremlin waiting its head out or being stuffed into a bag and sent around the corner to it. Worst perfectly. Well, you just can't win. Conscience: even if you play as Gizmo, thought you can punish the bad with targets at Stripe, and turn them into laughing

as you do so, it's not the a little while, but somewhat longer than needed. Don't it. Then don't it. Tim Wright



Pfff. What you need is a shinsaw!



Take that! And that! And that!

**XTREME RATING**

## Uppers

- + Tight controls.
- + Fun for a little while.

## Downers

- Cute till you puke.
- We've seen it a million times before.
- Waste of a good license.

## Summary

Neatly cute, generic platformer that is fun for about ten minutes, after which you'll lose your lunch over your GBA.

**40%**



**GAME BOY ADVANCE**  
**MUPPET PINBALL MADNESS**  
 IMAGE: JEFFREY L. BROWN  
 ON SALE: DEC JAN 2001  
 INFO: BATTERY BACKUP  
 TYPE: ACTION GAME  
 NO OF PLAYERS: 1-4  
 SAVE SYSTEM: BATTERY BACKUP

GAME BOY ADVANCE	GAME BOY COLOR	GAME BOY
✓	X	X

As with all pinball sims, don't overdo it with the tilt if you don't want the table to lock!

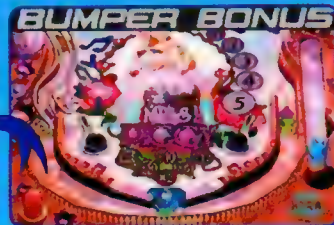
# MUPPET PINBALL MADNESS

Tim Wright is a bit of a muppet, so we asked him if it was easy being green...

It's been many moons since my flipper fingers were let loose on a pinball sim, so it's a bit spooky that *Muppet Pinball* stars a certain befuddled frog and his chums. There's no plot to speak of, just a handful of themed tables based on Kermit, Miss Piggy, Gonzo and the gang, all lovingly rendered and filled with tricks,

secrets and mini-games to crack. You can play single-player or you can take it in turns in two- to four-player games, or even play through a Story Mode where you march through the tables achieving certain tasks. Graphically, it's good stuff, with every table offering oodles of detail. The ball physics are reasonable too - it

won't zoom off at stupid angles when it clips a bumper. The music is mainly cheesy muppet tinklings. *Muppet Pinball Madness* plays well enough and looks fine. It's just not the kind of game you'd pay megabucks for, especially with the rather awesome *Pinball Challenge Deluxe* already out. Tim Wright



Oops.



Spot the Ball Competition time!



**XTREME RATING**

## Uppers

- + Good graphics.
- + Plays quite well.
- + Lots of options.

## Downers

- Bare embarrassing to buy.
- Won't set the world alight.

## Summary

A reasonable pinball game that would make a good find in the budget bin.

**65%**



Choose a fighter who suits your playing style, as their attacks vary greatly in reach and power.

REVIEWS

# THE KING OF FIGHTERS EX NEOBLOOD



DAMAGE: .....£29.99  
ON SALE: .....AUGUST  
WHO: .....KEMCO  
TYPE: .....BEAT-'EM-UP  
NO. OF PLAYERS: .....1-2  
SAVE SYSTEM: .....BATTERY BACK-UP

SNK may be dead, but its legend lives on with *The King of Fighters EX NeoBlood*. Jamie checks out the micro-sized NeoGeo conversion...

Are we sitting comfortably? Good, because it's history lesson time. Once upon a time, there was a little company called SNK. It was developing a rather clever fighting game called

*Fatal Fury*, when those sneaky Capcom fellows released *Street Fighter II* ahead of them. A long and bitter war of arcade fighting games followed, which arguably neither side won, but only one side survived.

Fortunately SNK's top-notch library of games lives on, with up-and-coming developers lining up to bring their games to new formats. So, here we have *The King of Fighters EX NeoBlood*!

## Millennium Prattle

For those of you who are familiar with *King Of Fighters*, *KOF EX* is basically a tweaked version of *KOF '99*. That's an arcade game, folks. This is a rather good thing, as the more recent 2K and 2K1 instalments of the series have their fair share of boo boys, so '99 was a good engine to stick with.

The game is basically a three-on-three team battle. As each of your fighters is vanquished, the next in line steps in to continue the melee. First person to have all three of his fighters knocked out loses, and the winner proceeds to the next fight. The move system and the way it plays is generally similar to *Street Fighter*, albeit with more diverse characters and moves. With over 20 different characters, it's got depth, but when you consider the Striker System and Counter and Armour Modes taken from the arcade title, the level of playability is truly astounding. Graphically *KOF EX* is superb, with an excellent level of animation detail (considering this is a handheld) and gorgeous backdrops. The soundtrack is fairly decent and the game sounds



Loads a characters!

passable, if not able to hold a candle to the original. *KOF EX* also offers no less than seven different game modes, including two link-up modes and a practice game. If it has one fault, it's the inability to reconfigure the buttons to your liking (although a three-button mode is available), but even this can't detract from a quality game that's fun to play.

Jamie Wilks



Good game mode selection.

## Challenge the Dream Battle!



**X-TREME RATING**

### Uppers

- + Impressive level of depth.
- + Excellent presentation.
- + Fun to play.

### Downers

- Non-reconfigurable buttons.

### Summary

A top-quality fighting game with loads to see, bags of depth and nice presentation. It's great fun to play too. *Street Fighter* beware!

**88%**

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### STAR-X



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Infinite Lives  
9EC4EDCE 657A3A43

Monster Score  
A3409CF7 82DABF10

Double Weapons  
AA3A998A 050F0550

Triple Weapons  
A73D7E6B 6A4C5257

Quadruple Weapons  
B0E75F3E 5A03CDD6

Fire Tables  
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### DAVID BECKHAM SOCCER



[M]  
B2EDD770 A9321FCE  
7E3FC060 BBE42901

1p Max Goals  
9D03F747 1ED2E3F5

2p Never Scores  
916FDBDC CE033F54

AR Button for Slow  
78960794  
27667199

AR Button for Instant Win  
BB6B3842 775818B6

AR Button for Slow  
78960794  
27667199

### PHALANX



[M]  
8B960AF6 FB760ED8  
BA9D2B56 4FAE301F

Infinite Lives  
8848CA25 39273BC8

Infinite Bombs  
460695F9 66604459

Infinite Energy  
E554246A 846D8996

Max Speed  
84CFE8A9 CGC33371

Max Score  
1D3FF919 33DEF940

Start on Last Level  
5C80CDAA 23A8E9AE

AR Button for Slow  
78960794  
27667199

### ARMY MEN: OPERATION GREEN

Level	Name	Password	Alternate
1	A day at the beach	(none)	(none)
2	Workin' 9 Till 5	5VKPR6*B	K*67L2ZM
3	With A Bucket, A Spade, And Hand Grenade	5PK5LL*4	F58FWJ*N
4	Goin Downtown	Y8DTF4HK	3MC9T515
5	Down On The Farm	62BVXHXV	35XRLWOJ
6	Baby, Light My Fire	MQ5310VP	YOV7G6ZM
7	Here A Tan, There A Tan	SZOR6W1J	DLTYD4G7
8	The Rumble In The Jungle	44BQOCWH	NJ98C5XD
9	The Donkey Ride	F4J1ZRWG	CG4PPSC6
10	Top Brass In Trouble	FFOOWP36	5QFXBJJ2
11	Jungle Fever	*HBNVVV4	52CN4BBH
12	Spider's Web	85M3QCF*	*BR53WVF



### ROBOT WARS ADVANCED DESTRUCTION



[M]  
9911E49E C6C9EAE7  
FE2E7065 3FE3AAFO

Infinite Health  
A9ACFD28 B39D76B7

### SPACE INVADERS

Level 2: Earth  
wwyx tc2n qw79vy

Level 3: Mars  
?wz4 vcln 4w81v?

Level 4: Jupiter  
rssn 3qj7 8?gjmc

Level 5: Saturn  
wspz mso8 n7h8nf

Level 6: Uranus  
cv17 qwkj j3x8r5

Level 7: Neptune  
hv27 rw1g n3yor7

Level 8: Pluto  
mv7h rclh 3zsr9

Level 9: Alien Home  
rv8r rc2h x3?rjc

Password for Classic Mode  
clss1281999dbm



### MAYA THE BEE: THE GREAT ADVENTURE

SECRET GALLERY  
Enter !GALL3RY! at the  
password screen to see  
a secret gallery

LEVEL SELECT  
Enter !SHOWT1M3! at  
the password screen to  
activate a level select



## CODEjunkies

For more great Action Replay codes, call the Code Junkies Hotline!

# 09064 774477

Calls cost 60p per minute at all times.  
Lines are open 24 hours a day, seven days a week.

Please get the permission of the person who pays the bill before ringing Code Junkies Hotline.

## SPIDER-MAN: THE MOVIE

### CHEAT MODE

Complete the game with all the red spiders and taking pictures on each level to unlock the cheats option in the Secrets Menu.

### ENDING BONUS

Successfully complete the game to unlock the Level Select option. Press Start during the game to move to a new level.

### MOVIE CLIPS

Take pictures on every level to unlock all the movie clips.



## FORTRESS



### [M]

A25FB173 6734CA13  
2FE38E4F 7DBCC7E

AR Button for Max Score  
F8F6E83E 3BE38242

AR Button for Slow  
78960794  
27667199

## BREATH OF FIRE II

### READY CASH

Talk to the priest that saves the game and ask to give a donation. If you have less than 100 coins he gives you 10 coins instead. Keep going until you reach 100 coins, then deposit them and return, doing the same trick all over again.

### LIVE ARMOUR

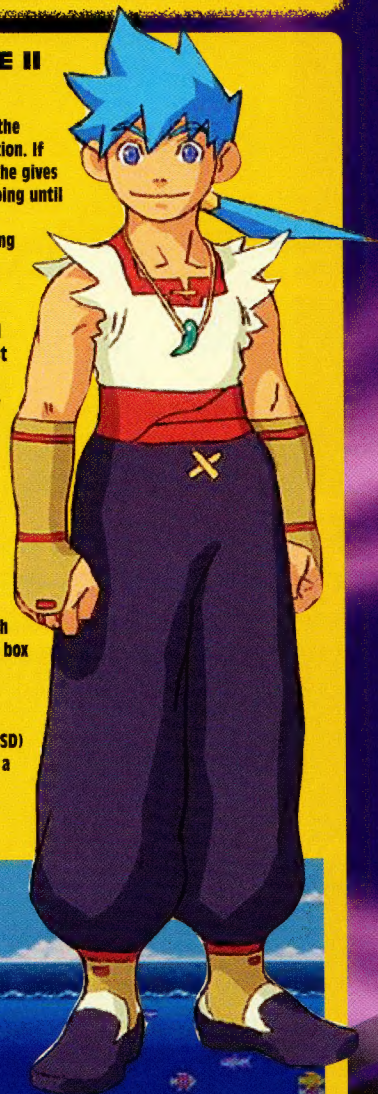
The Life Armour can be found in the fishing spot north-west of Gate, directly next to the cave. This is the main character's strongest armour.

### LIFE BRACELET

Immediately after Ryu's fight with Barubary, he gives you a hint to find the Life Bracelet. Go directly right with Katt and smash the rock ahead. Continue right and reach across the gap with Sten, then open the treasure box to find it.

### STARBRINGER SWORD

The StarBringer Sword (StarrSD) can be found by standing on a blue Chance Square in the Thieves' Tomb and fighting repeatedly.



## JACKIE CHAN STUNTMAN



### [M]

2D2B0E3F C7EAC2AF  
471E8452 9023181E

Infinite Health  
CB1DFB07 9968D783

Infinite Lives  
72E6FD83 C0ED34D7

Max Score  
FEC173B5 B28E9613

AR Button for Slow  
78960794  
27667199

## ISS



### [M]

A7551C66 DBFEBADB  
DE9016E0 AEE867A0

Home Team Max Goals  
3E61F2B2 99FFA6F6

2P Never Score  
614E16A0 D9E40733

League Point Table  
A23F6639 5796C958  
7BF7141 40B528E5

Press AR Button for Half Time  
D3ED5F97 DCEE78F2

AR Button for Slow  
78960794  
27667199

## GRADIUS ADVANCE



### [M]

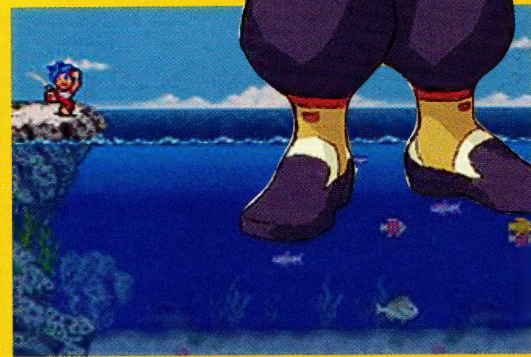
4EFEA1DB BB5CC867  
FE27065 3FE3AAFO

Infinite Lives  
C9B2063A A9321E78

Monster Score  
94A081CB 9C322C53

Max Weapons  
434A9D9F EBA24E48

AR Button for Slow  
78960794  
27667199

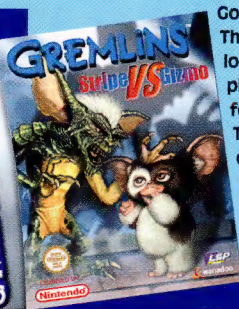


# GBX

## COMPETITION

# GRAB A GIZMO!

Five cute and cuddly Gizmo toys must be won!



Go on – admit it. You think Gizmo's cute too. Those big round eyes, that furry body, the lovely little ears; what a pity he turns into a pint-sized killing machine if he gets wet or is fed late at night!

There's nothing scary about the five cute-n'-cuddly Gizmos we're giving away. Our Gizmos stay cute whatever you do to them. And if you don't believe us, answer this simple question and have a go at winning one...



**Q** In which film did Gizmo and Stripe first appear?

**A** Raiders of the Lost Ark

**B** Star Wars

**C** Gremlins

When you think you know the answer, call our competition hotline on

# 09064 774480

Calls cost 60p a minute at all times. Lines are open 24 hours a day, seven days a week. The competition is open to UK residents only. Lines open on 7th August 2002 and close at midnight on 3rd September 2002. The editor's decision is final and no correspondence will be entered into.

# FALL OUT!

Future thrills appearing in GBX...

## CASTLEVANIA: HARMONY OF DISSONANCE



The latest game in the Castlevania series involves a vampire hunter who acquires weapons and abilities on his mission to kill Dracula. For a change...

**GBX** exclusively appearing in G-Force!

## DEFENDER OF THE CROWN

The Amiga cult classic comes to the Advance with high expectations. Can the handheld offering live up to them?



## TUROK EVOLUTION

The dinosaur-hunter makes his first GBA appearance...

